

ISSUE NO.

232

JUNE

GTM

GAME TRADE MAGAZINE

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Bring Your Adventures
to Life With **NEW**
4D Settings!

LOOK INSIDE FOR DETAILS!



IN THIS ISSUE:

- HEY CHUMMER! FIGHT THE CORP AND EARN SOME CRED WITH THE NEW *SHADOWRUN 6TH EDITION BEGINNER BOX* FROM CATALYST GAME LABS.
- TAKE A PEEK UNDER THE MASK AT THE CREATION OF THE *MASTERMINDS & MAYHEM* EXPANSION FOR *BATMAN: GOTHAM CITY UNDER SIEGE* FROM IDW GAMES.

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4D

SETTINGS

Bring Your Adventures
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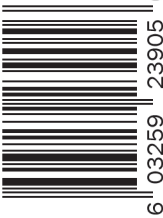
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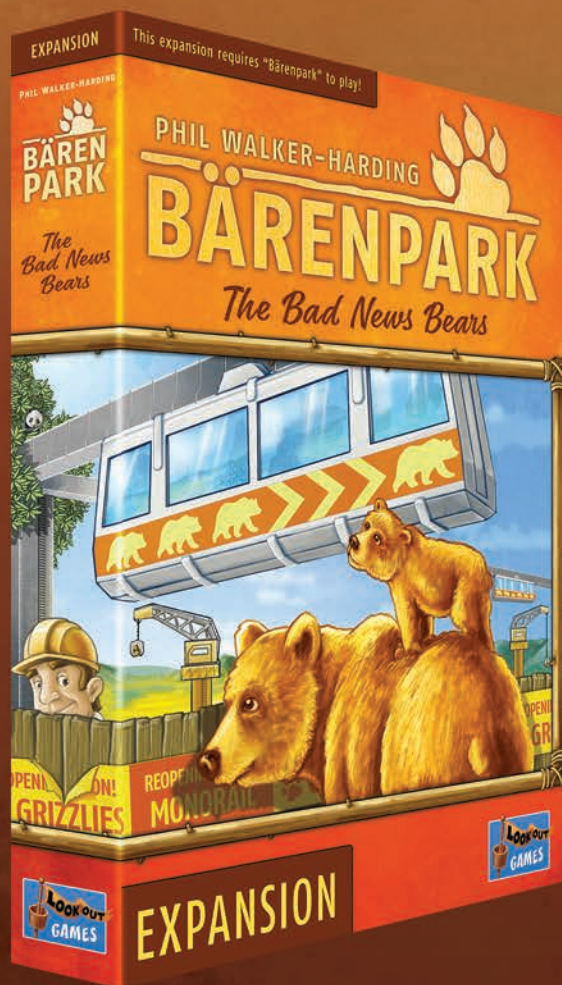
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Build a monorail, expand to make room for Grizzly Bears and add even more Achievement tiles to your expert variant



COVER STORY



WizKids Bets Big on Tabletop Terrain with New 4D Miniatures Premium Sets

Tell your story in a new and immersive way with WizKids' 4D Settings Premium Sets. These new tabletop terrain pieces are sure to add depth and detail to your next game!

by WizKids/NECA

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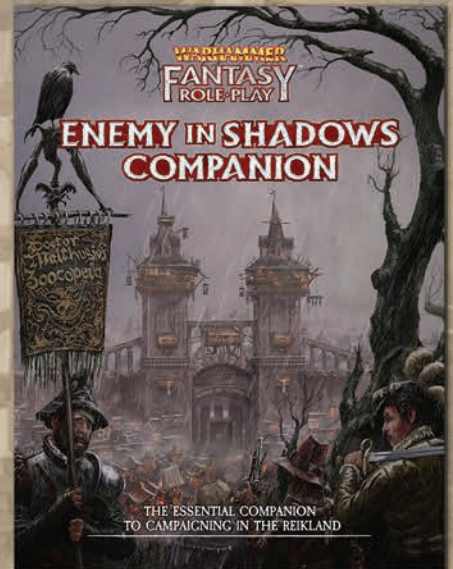
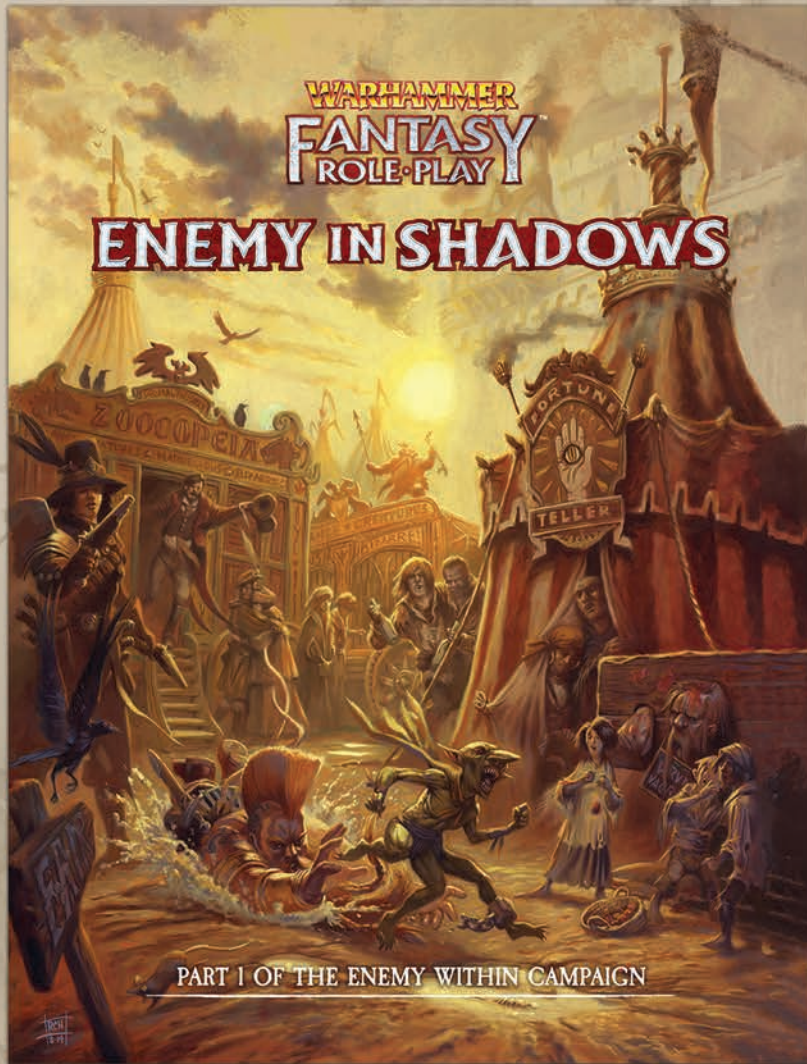


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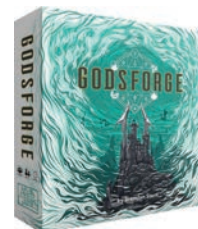
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EVENTS, AND FUN!

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Where gaming begins

Greetings Dear Readers!

This is seriously one **big** issue of *Game Trade Magazine*. Like, really, *really* **BIG**.

At 112 pages, our June 2019 issue is filled to the brim (and if you ask our printers – the *breaking* point, LOL) with all of the incredible content you’ve come to expect from your favorite publishers, designers, and the GTM Bullpen.

In this issue, we’re pleased to offer one you a first look at the exciting new line of tabletop terrain features from WizKids Games. *4D Settings* are sure to enhance your next RPG or minis experience, as well just look great as display pieces!

We’re also pleased to feature an early peek at the *Shadowrun Sixth Edition Beginner’s Box* from Catalyst Games, as well as the first chapter of exclusive serialized fiction set in the *Shadowrun* world. Don’t get left behind chummer — grab your deck and learn how you can earn some cred in this unique futurescape.

And if the shadowier side of the city is your bag — we have an insider’s behind-the-scenes access to Gotham City’s underworld courtesy of IDW Games. Check out the meticulous thought and detail that went into the latest chapter of the Dark Knight’s war on crime with *Masterminds & Mayhem* designer, Richard Launius.

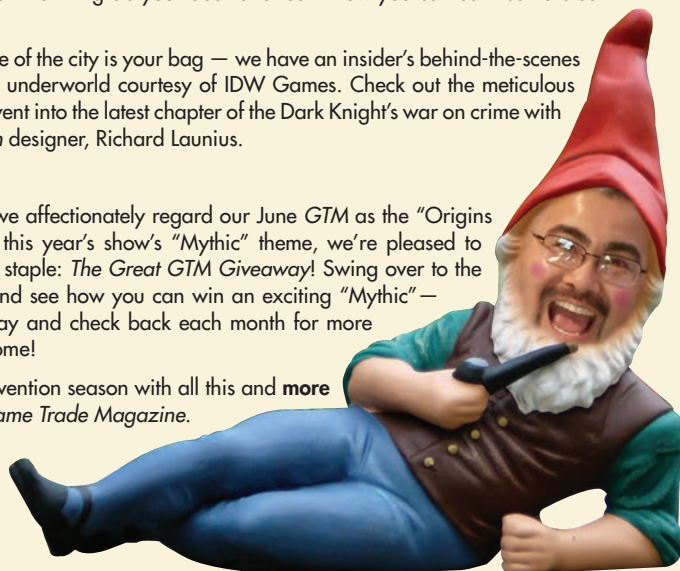
But wait — that’s not all!

As many of you know, we affectionately regard our June GTM as the “Origins issue” and in honor of this year’s show’s “Mythic” theme, we’re pleased to bring back an old GTM staple: *The Great GTM Giveaway!* Swing over to the last page of this issue and see how you can win an exciting “Mythic” — inspired prize pack today and check back each month for more exciting giveaways to come!

Kick off the summer convention season with all this and **more** in your latest issue of *Game Trade Magazine*.

Game on!

-JG



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WARNING
CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY

EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON

DECK-BUILDING GAME



It's an all-out battle to the death for the Annihilageddon trophy in the crazy world of *Epic Spell Wars™*! While fully compatible with other Cerberus Engine releases, this game features a whole new world of mayhem ... literally.

Mayhem Events, Familiars, Legends, Wizards, Spells, Creatures, Treasure, and Wild Magic. It all adds up to an *Epic Spell Wars* experience unlike anything you've seen before. And fans of the series have seen a lot. Yeesh.

- The *Epic Spell Wars* world you love, now in deck-building form!
- Mercilessly attack your foes and kill them over, and over, ah-and over!
- Take advantage of your Wizard's special ability tile and Familiar card that only you can buy!

MSRP \$40

Release Date: Second Half 2019



2-5 Players



Ages 17+



60 mins



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

GAMES

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SPOTLIGHT ON

GAME TRADE MAGAZINE #228
GTM contains articles on gameplay, reviews and reviews, game related fiction, and will contain games and game modules, along with subscription information on upcoming game and hobby supply releases.
GTM 228 \$3.99

ACADEMY GAMES

CONFLICT OF HEROES: AWAKENING THE BEAR 3RD EDITION
Awakening the Bear! - Russia 1941-42 takes you to the eastern front during Operation Barbarossa, the German invasion of Russia. Many consider this time period to be the birth of modern warfare tactics that continue to be used and perfected by today's modern armies. Scheduled to ship in January 2019.
AVG 5014 \$90.00

ARCANE TIMEN

DRAGON SHIELD: ART DECK SHELL
Scheduled to ship in October 2018.

ARADO ADM 31725 \$2.99

BETHIA ADM 31632 \$2.99

ALC STUDIO

VERSUS SERIES: FORTRESSES AND CLANS
In this two player card game, lasting about 30 minutes, you will lead your clan as they lay siege to an enemy fortress, even as you defend your own keep. Position your War Machines on the Battleground, march your Troops for battle, and choose which of your clan commanders will lead the Assault on the enemy Keep! Scheduled to ship in November 2018.
ALC 78002 \$25.00

ARC DREAM PUBLISHING

DELTA GREEN: THE COMPLEX
Cosmic terror infects the U.S. government and the companies that profit from it. Delta Green: The Complex offers 19 new divisions for federal agencies and important contractors to enhance your <http://bondsmen.com/Cronkings/DeltaGreen> campaign. Each dossier describes the entity's budget, operations, organizational structure and history, mandate, areas of focus, with other agencies, suggested professions for Delta Green agents, and what it like to work there. Scheduled to ship in December 2018.
APU 8135 \$24.99

ARCHONA GAMES

GALACTIC WARRIORS
In Galactic Warlords: Battle for Dominion, you play as one of the Warlords, with purpose to establish your dominion over the controlled galactic region that was known as the Prekador Federation, and score the most points at the end of the game. You will do this by playing your hired Mercenaries represented by cards from your hand in your Command Area. Each of the Mercenaries will come with their own unit such as Troops, Tanks and Assault and others such as Deploy, Recon, Assassinate and others. By using these units and actions, you will be able to exert control over the planets in the galaxy and gain Power throughout the game. Scheduled to ship in November 2018.
ARG 010 \$59.00

SMALL STAR EMPIRES
Small Star Empires is a quick arena control game for 2-4 players. In this game, players colonize the galaxy using their ships, which they move on a modular board containing hexagonal spaces (systems). The modular board is made up of seven different double-sided sector tiles, which allows for a different map and different experience each time you play the game. During a turn, a player must move one of their ships on the board, as far away as they want, but they cannot go over systems controlled by other players. Scheduled to ship in November 2018.
ARG 001 \$35.00

SMALL STAR EMPIRES: DAWN OF DISCOVERIES
After decades of geological tests done on a remote research station deep in Tulloran space, scientists stumbled upon amazing discovery. They found that the rare crystals they were studying have enormous amount of energy, unlike anything they've seen before. The discovery of these crystals led the galaxy to a new era of technological breakthroughs, as it was already going through exciting and turbulent times since the start of the first major intergalactic conflict. How will you use the possibilities that the powerful crystals have to offer? Scheduled to ship in November 2018.
ARG 003 \$20.00

SMALL STAR EMPIRES: THE GALACTIC DIVIDE
After decades of colonization, the spacefaring races have finally come to the moment where even their own colonized space is not enough. Tensions are rising on each civilization try to force its agenda upon the crowded galaxy and finally in position. When using Small Star Empires: The Galactic Divide, at the beginning of the game you choose which civilization to play with and take its corresponding civilization board. Each civilization board has unique abilities that cost certain amounts of power to play, and a track on which you mark the amount of power you have available. Scheduled to ship in November 2018.
ARG 002 \$20.00

ASMODEE EDITIONS

BARA YAGA
After slipping through the crooked fingers of Baba Yaga, you manage to escape her house. Then the witch pursues you aboard her flying cauldron! To escape, you need to cast three spells but the ingredients of all three are scattered throughout this strange forest. Scheduled to ship in January 2019.
ASM PB1113 \$24.99

FEATURED ITEM

JUNGLE SPEED: KIDS
In this new Jungle Speed version for kids, be the first to catch the token when two identical cards appear. The goal of the game is to get rid of all the cards as quickly as possible. Jungle Speed Kids is a lot of fun. Test your reflexes and be very quick.
ASM JSK002 \$14.99

FEATURED ITEM

TREASURE ISLAND
Long John Silver's crew has committed mutiny and has him cornered and tied up! Round after round, they question him about the location of his treasure and explore the island following his indications. Or his misdirections? Who knows... The old sea dog is surely plotting on escape, after all, other which he will definitely try to get his treasure back... Scheduled to ship in November 2018.
ASM TR01 \$59.99

FEATURED ITEM

VISIOO
A game of observation and speed! Challenge the other players in a test of speed and observation: be the first to find 20 items of the same kind on the cards you can see. As the cards pile up on the table, the tension rises. Collect the most cards and win the game! Scheduled to ship in November 2018.
ASM VS01 \$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

WIZKIDS™ Bets BIG on Tabletop Terrain with NEW



WIZKIDS 4D SETTINGS: JUNGLE SHRINE

WZK 73878 \$69.99 | Available August 2019!

Following up on the success of their unpainted miniatures line, WizKids is rolling out a slew of amazing terrain pieces to help players and GMs tell stories in new, immersive ways.

"4D" is a signal to customers that the product isn't just a prop; it helps the group tell a story using high-quality, affordable miniatures in new and unique ways. Promising to once again partner with retailers and customers, WizKids is committing to creating a line that will redefine how these products are purchased.

WHAT ARE 4D SETTINGS?

WizKids' 4D Settings include a comprehensive assortment of high-quality, meticulous miniatures that make up a location or scene. Most current terrain or setting miniatures are static, single pieces. They may have a door but offer little in the way of interactivity. WizKids' 4D Settings create interesting play experiences and help game masters create new scenarios with their dynamic nature. They include interactive elements like LED lights and hidden elements like trap doors and secret compartments. These props help create while also pushing players to think about how to interact with their environment in ways that wouldn't happen with many current products or in theater-of-the-mind style play. A 4D Settings is meant to serve as a perfect backdrop to complement the PC and NPC figures players already own.

WHY IS 4D BETTER?

All come pre-painted or pre-primed and usable right out of the box! GMs have more time for building encounters and creating memorable gaming moments since they won't spend hours curating minis in preparation for the game, gluing pieces together, or priming.

Competitively priced! As with their unpainted minis, WizKids is betting big on keeping 4D Settings accessible. Prices are expected to range between \$29.99 for smaller sets to \$89.99 for large sets.

Complete scenes! Need an idea for tonight's session? Browse the shelf at your FLGS for a box to inspire you.

Reusability! The more you have, the more stories you can tell!

Real, working functionality! These versatile products will help inspire the campaign by allowing players and GMs to explore more creative gameplay strategies.

For example, the *Castle Barracks* (MSRP \$49.99) set was made with a group of 6 guards in mind, and you see that reflected in the items included (6 of each pole arm, 6 bunks, etc.).

Examples of 4D Scenery that are coming out:



JUNGLE SHRINE

The first product to launch later this summer is the *Jungle Shrine* (MSRP \$69.99). This scene represents a shrine, temple, or important NPC hut that players might encounter deep in a jungle or near an enchanted forest. There are several architectural pieces meant to set the mood of a long-forgotten place of power including a stone gateway and statues. There is a blood-stained altar with a removable top that GMs could use to hide various things. The standing stones light up in several ways to help serve as prompts for the players. Do the glowing runes mean danger, or are they part of a puzzle the players need to solve? What will happen if a player steps inside the curious fairy circle of mushrooms? Only the GM knows.



TOWNSPEOPLE & ACCESSORIES

The *Townspeople & Accessories* (MSRP \$59.99) set is one of the line's first pre-primed, ready-to-paint scenes. It includes a variety of figures for GMs to use to populate a bustling town square, and making it a ready-to-paint set allows GMs to tailor it to a variety of game worlds. With 19 different NPC figures, plus tools and equipment, it can really bring a town to life. Rather than telling players what surrounds them in the market square, a GM can point to market stalls bursting with goods, or a group of bandits preparing to rob them.



Players can now use visual cues to find out where their next quest might start, or who might be able to help them gear up for their next dungeon delve.



CASTLE BARRACKS

This pre-painted set is meant to represent the bunkhouse for 6 guards, perfect for a ruined keep or a bustling guard house.



GAS STATION

There will also be 4D Settings for modern and futuristic games like HeroClix. The *Gas Station* set provides a great example of what players can expect from the modern sets in the line. There are several large pieces of covering terrain to duck behind in a shootout, including the station sign and soda machine.



ALSO COMING SOON – WARLOCK™ DUNGEON TILES!

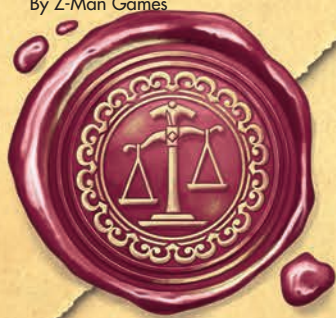
First mentioned at GAMA Trade Show this past March, these locking, 1-inch-square gridded tiles allow for quick and easy assembly of locations as play environments. They come pre-painted, with two types of terrain on each side, such as worked stone or wooden tavern floors. WizKids has come up with a novel solution to walls intruding into grid space with offset exterior walls and super-thin interior walls that fit between tiles without obstruction. There's a lot more to come so stay tuned!

WHAT TO EXPECT IN THE FUTURE?

A lot. WizKids plans on releasing several 4D Settings over the next few months to cover a variety of different locations, and they expect to continue doing so into the future. Fantasy game players can expect a complete set of objects for a *Castle Barracks*, as well as a siege scene complete with battering rams and trebuchets. For players and collectors looking for modern or futuristic settings, there will be sets themed around construction sites and highways, as well as prisons and more! There are also plans to go further into the future, with sci-fi offerings like space stations and starship interiors in the pipeline.



Note: Photos within and related to this article are not of final product. Final product subject to change.



Love Letter™

A New Look for the Essential Microgame

Love Letter

ZLL01 | \$11.99 | Available Q2 2019

Refreshing a Classic

For years, *Love Letter* has been regarded as the essential microgame. Quick to teach, easy to play, and small enough to carry in your pocket, *Love Letter* is the perfect casual game for any occasion. This new edition features a beautiful gold balance scale on both the bag and the tokens, as well as all new illustrations by *Citadels* and *Mission: Red Planet* artist Andrew Bosley, including two brand new characters enabling gameplay for up to six players. This edition makes a great game even better and is a must-have for longtime fans of the game and new players alike. For those unfamiliar with this essential game, read on to learn how you can win the Princess's trust.

Seeking a Worthy Confidant

The noble Princess is looking for an ideal partner and confidant to help with her royal duties when she one day assumes the throne. You must prove your worth and gain her trust by enlisting her friends and family to carry a letter of intent to her. Perhaps her father the King will be able to safely hand over your missive, or the gentle Handmaid can deliver your missive. You must carefully utilize the skills of each character.

Gameplay is simple: each turn you draw a new card, adding it to your card already in hand, and choose one of the two to play. Characters have unique skills that you must use to outwit your opponents and successfully deliver your letter to gain the Princess's favor. When someone collects enough tokens of affection, they succeed in becoming the Princess's confidant.

The Competition Increases

To ensure a balanced game experience with the increased player count, the new edition includes one additional Guard and two new characters: the Chancellor and the Spy.

The Chancellor is the advisor and administrator of the royal family. This card is deceptively powerful. Playing the Chancellor will give you the chance to find a high-value card as well as have the advantage of knowing what lies on the bottom of the deck. With a value of "6", the Chancellor could win you the round; but choose your move carefully—playing the Chancellor for his ability could be the wiser play.

The Spy, master of secrets, is always ready to pursue new opportunities and sneak in to grab the valuable communications amongst the royals. To benefit from the Spy, you must be the only person still in the round with the Spy in your play area. If the Spy is played at the right moment, you'll be one

step closer to winning the whole game. Playing the Spy too early could pin a target on your back, but wait too long and the low numerical value won't be enough to carry your letter of intent to the Princess.

Choose carefully who you enlist for help. Utilizing the right skills at the right time will get your letter to the Princess. Will you earn her trust?

...



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Sure, you could use the *Catan Game Assistant* app for iOS or Android for diceless digital rolling and stat tracking, but these itty-bitty dice are just too much fun.

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Though it doesn't use individual hex tiles, the board is not fixed. *Catan - Traveler* consists of six double-sided board pieces that can be randomly combined in hundreds of different ways—we dare you to try and play the same game twice.

ABOUT CATAN - TRAVELER

Catan - Traveler is designed for 2-4 players, ages 10 and up. Playtime is estimated between 45 and 90 minutes, depending on the number of players. Extensions, expansions, and scenarios can't be played with this set, which is designed specifically to be played on-the-go.



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Tails of Equestria



WHO IS IT FOR?

MY LITTLE PONY: TAILS OF EQUESTRIA RPG

ALC 440301 \$34.95 | Available Now!

HOW IT HAPPENED

I still remember watching the first, two-part, episode of Season 1 of *My Little Pony: Friendship is Magic* with my six-years-old daughter. After half an hour or so I was hooked — a fantasy setting with fun characters that adventure through a mysterious forest and meet a Manticore, deadly illusions, dragon-like Sea Serpents. And then spells, castles, powerful villains... and everything with a deep, wholesome core message about the importance of friendship!

I watched it all, and soon the idea struck me — that would make a wonderful fantasy RPG! As a keen role-player, I would have loved to introduce my eight year old to RPGs, and that seemed like a splendid setting to do so in. The process began. We had a quick playtest, and it worked like a treat. Then my company, River Horse, approached Hasbro for a license, and they agreed that the idea of an RPG, a story-telling game, for families was sound.

After a year of development, the rulebook of *Tails of Equestria* (TOE) was finally released. It was a brave idea to release a RPG with a pun for a title (yes, it's not a typo, but if you're a fan of *My Little Pony*, you'll understand that horse-puns are definitely a must!).

One question we get quite often about the game is: 'Who is this game for?'. Is it for the Bronies (i.e. grown-ups who love *My Little Pony*), or is it for children? Well, the real answer is that it is for everypony!



FOR FAMILIES OF ROLE-PLAYERS

First and foremost, of course, *Tails of Equestria* is for families. Particularly for families where dad and/or mum (or big sister, brother, auntie, baby sitter, whatever) are into role-playing games. I've written this system to play RPGs with my daughter (and her friends). Playtesting it was a joy — spending hours together using pencils and dice and paper, talking to each other, using our imagination and wit to resolve challenges with the power of friendship (and the occasional scuffle!). And not a screen in sight! If you are a parent, I'm sure you can appreciate the value of this.

Because of that focus on families, the rules have been kept simple. That way the story-teller (GM) and the players alike can concentrate on role-play rather than rules. And yet, the game system is sound and well structured. Character creation, for example, is a super-fun process in itself, something that we often enjoyed doing again and again — imagining the type, colors, abilities and name of one's pony character is just the best thing ever on long car trips!

The adventures and the rules themselves are geared towards the overarching positive message of *My Little Pony* — that even the bad guys are often just misunderstood. Sometimes, if one talks with them rather than attacking, if one listens and tries to see things from their point of view, maybe what was an enemy can turn into a friend.

An example of this is the Tokens of Friendship rule, which rewards players with magical crystals of pure friendship when they behave as true friends to each other and to the creatures and characters they interact with. These Tokens are then used to influence the game, from re-rolls to change in plot, depending on how many are spent... and when they are used together with your friends, they are more powerful!

I have witnessed myself how rewarding it is to invite children to think about how to be kind and friendly, defuse situations and resolve them without conflict (well, most of the time...).

Sometimes your child will surprise you and move you with great act of generosity and kindness toward their friends, something that one really hopes they will carry with them in their everyday life!

Another thing I loved when playing TOE was interacting with my daughter in a way we rarely did before, seeing how clever, resourceful and knowledgeable she can be. Truly we formed together some splendid memories of fun and adventure in Equestria. And what delights me to no end are the letters, pictures and messages of thanks we get from the customers. Dads and Mums have written to us to tell us how much they enjoyed their family time together playing our game. As a designer, there is no better reward! I have shared some of these messages below.

And last but not least, TOE has often been described as a 'bridge' RPG, employed by several parents as a soft way to introduce their children to the idea of pen-and-paper role-playing, so that when they grow up they can move on to more 'grown-up' systems, like *D&D*.

That has worked for my daughter too, as she has recently moved, rather seamlessly, from a bright blue and yellow Pegasus cloud-maker to a Tiefling Sorcerer...

...





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Available June 2019

FROM APOCALYPSE TO VALHALLA



REAVERS OF MIDGARD EPIC JOURNEY

REAVERS OF MIDGARD

GFG 96730..... \$69.99 | Available August 2019!

Crafting a perfect sequel is never an easy task. Get it right and you get an instant classic like the *Empire Strikes Back*. Get it wrong and you end up with *Speed 2*.

Since 2015, tens of thousands of players have enjoyed the Viking worker placement game *Champions of Midgard*, battling hordes of mythic monsters near and far and protecting their village in hopes of winning the glory necessary to become the new Jarl.

Later this year, that story continues with players now going on the offensive, sailing their Viking crews out to plunder villages and keeps, battling monster and man on an epic journey worthy of Odin's praise in *Reavers of Midgard*. But this sequel didn't start off as a sequel.

When designer J.B. Howell first showed the game to *Champions of Midgard* publisher Grey Fox Games at Dice Tower Con 2017, it was a post-apocalyptic dystopian wasteland game of survival.

"At the time I showed it, the thought had never entered my mind that this could be a *Midgard* game," Howell said.

The connections make far more sense to him now. The biggest one is that Howell's game employed a twist on worker placement, the core mechanic of *Champions of Midgard*. Instead of multiple workers, players had just one worker per round. However, the action they chose with that worker would affect their opponents, giving them a lesser version of the same action.

Of course, not everything was a perfect fit. The tone needed to be changed to fit the theme of the *Midgard* universe. Surviving in a desert wasteland and raiding helpless seaside villages aren't exactly similar.

Dice combat is at the heart of *Champions of Midgard*, and while Howell's game employed dice, they weren't representing swordsmen or even battle but survival resources like food and water.

But Howell was eager for the challenge and spent the next three months retooling the game to make this apocalyptic game fit into *Midgard* world. It worked and *Reavers of Midgard* was born.

The hard work wasn't done yet though. In the months and months of development to come, the game had to perform a careful balancing act. On one side, the game needed to have enough elements or enough of a feel of *Champions of Midgard* to be a true sequel. On the other side, the game had to stand on its own, bring plenty of unique elements to make it stand out and not be too similar to its predecessor.

Some ideas didn't quite work. In one version of the game, a roving troll similar to the one the players would face every round in *Champions of Midgard* would block off one of the board's six action spaces, requiring any player selecting that space to spend resources.

While the troll didn't survive, the dice combat of *Champions of Midgard* did make its way into the game.



Reavers of Midgard employs a system that gives players the options in most situations of handling battles through planning or brute force. In sea battles as an example, you can choose to spend dice from your Viking ship with properly matching symbols or you can attempt to take on your foe through the kind of direct combat players of *Champions of Midgard* have come to expect.

Other familiar elements such as prophecy cards, food and favor of the gods make a return appearance as well.

But for players worried that this game might feel too similar, the namesake of the game, the *Reavers*, adds an exciting new twist. *Reavers* are elite warriors the players can recruit at one of the game's six action spaces. In the game, they are multi-use cards that allow players to either recruit new crew members to their boat, help their existing crew be more versatile or allow the player to specialize in future raids, gaining a reward any time that space is chosen by any player.

After months and months of hard work in development and evocative images from Ukrainian artist Yaroslav Radecky, this game is now ready to set sail this fall.

The result of the process is a mix of new and familiar in a sequel that player and publisher alike are hoping can be a true blockbuster.

...

Alex Goldsmith is Chief Noisemaker at Grey Fox Games. Formerly a TV news anchor and reporter in Albuquerque, NM and Lansing, MI, Alex now gets his broadcast fix with a biweekly board game podcast, *The Dukes of Dice*.





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ONCE MORE UNTO THE BREACH!



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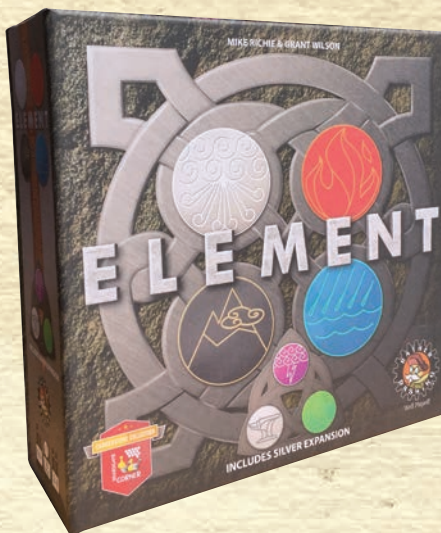
ELEMENT: SILVER

RDG SLVR..... \$39.99 | Available Q2 2019!

Element is a game which has garnered fans all over the world. We launched it in 2016 where it quickly caught on with retailers, hobbyists, abstract and casual gamers alike. Thematic abstracts are gaining popularity each year and *Element* fit into the category nicely with other titles such as *Onitama*, *Santorini*, and the like. In a very crowded market *Element* had found its voice and now we are ready to show that we have hardly scratched the surface with the world of *Element*. This Summer we are releasing *Element Silver*. However, before we get into that, I want to share with you the mindset that I've had over the decade plus of *Element's* development.

From the outset I wanted to make a game that felt like it had been around for a thousand years. I've always enjoyed history, folklore, and fantasy and oftentimes that passion gets woven into my designs. As *Element* went from a few scattered ideas to a working game, the ancient world fit perfectly. The gameplay is strategic and shares a feel of older, familiar games such as Chess, Go, and Checkers. The theme of elemental magic also harkens back to a much more mystical era where wizards, heroes, and monsters held sway over mortal men. To go in any other direction would not do the game justice, which is why we spent so much time developing the look and feel of the final product. Our artist, Grant, drew inspiration from old viking chess sets, medieval tapestries, and the Irish Book of Kells. The result was a perfect blend of aesthetic and function, luck and strategy.

It's always been my opinion that it's a lot harder to make a simple game than it is a complex one. In large, heavy games, adding a few more rules to take care of certain situations isn't usually an issue. However, when the goal is streamlined simplicity, each rule needs to carry its own weight so the purpose is not bogging down the overall experience in the process. The balance of luck vs. strategy was tricky. Though there is a randomizing component, the drawing of the *Element* stones from the bag, far more often than not what you pull doesn't matter all that much since as the stones are placed, more and more options become available to all players. The game was designed to be a toolkit, relatively few rules but diverse options to choose from.



Element is 2-4 player, which is of itself uncommon for an abstract. This game goes even further in the fact that it is expandable and has had the mechanics built in from the start. We want people to find in *Element* a game they will be playing twenty years from now, a new classic if you will. More often than not, people will play several games in a row since they are relatively short, and games play very differently each time. Some games have players dodging large moving rivers because of the amount of water on the board, others have the players dealing with ever spreading fires more than anything else. Earth can create a frantic claustrophobic game, and capricious winds require a lot of thinking ahead to guarantee capture. Each experience is unique, and the toolkit style allows for ever evolving tactics.

Now after all of the awesomeness that is the *Element* core game, let's discuss what *Silver* brings to the table. In short, it offers three additional modes of play by adding the elements of Lightning, Wood, and Metal into the

mix. 30 silver stones are placed into the bag along with the 120 core stones of Fire, Water, Earth, and Wind. Three tiles, one for each of the new elements, can either be randomly selected or chosen at will. The Element on that tile shows what the silver stones will represent for the game. So, you are always playing the four core elements plus an additional *fifth* element (cue the Leeloo Dallas/Multipass jokes).

Each of these three new ways to play is wildly different, requiring completely different strategies and modes of thought to achieve victory. Each version can be played with 2-4 players just like the core game. Lightning can destroy any *Element* (even Mountains, which is a **big** deal). It also impedes jumping of Wind by Sages (an even **bigger** deal). Wood can cause Fire to blaze and can absorb the moving Rivers. Metal can attract and repel other Metal. In short, our ever-green game that people can spend their lives mastering, just got a huge upgrade. We hope you have fun with it and it'll be here this summer! Till then, Stay Dashing!

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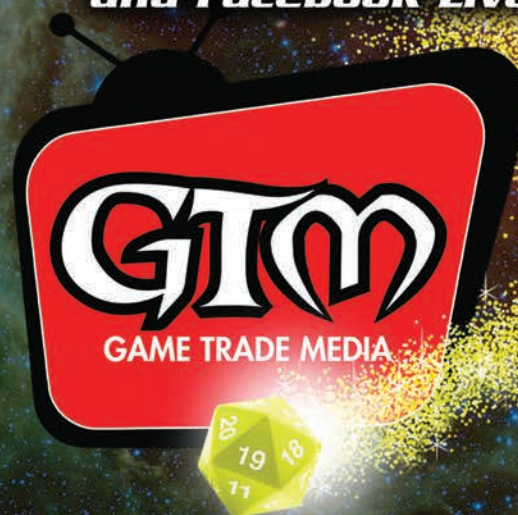
Mike Richie is the Director of Operations and Game Design Lead at Rather Dashing Games. In his spare time (what's that?) Mike is traveling and hiking with his amazing wife and seven year-old son.



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GAME OF THRONES OATHBREAKER



"I DID WARN YOU NOT TO TRUST ME." - PETYR "LITTLEFINGER" Baelish

GAME OF THRONES: OATHBREAKER

RGS 02002 \$35.00 | Available June 2019!

When Littlefinger turned his knife on poor Ned Stark I gasped. Against my better judgment — and his explicit warning to the contrary — I'd actually started to trust him! It was the first great betrayal served up by *Game of Thrones* — but far from the last. From the Red Wedding to Jon Snow's untimely (if temporary) demise, characters in HBO's® seminal fantasy epic have a tendency to surprise you in the worst way possible.

So when HBO® asked the team at Dire Wolf Digital to create a *Game of Thrones* social deduction game, our inner Cerseis went to work! It seemed like the perfect tabletop genre to capture the sense of intrigue that has set George RR Martin's masterwork apart.

As always when we start a project like this, we took take a step back and tried to come up with a twist on the genre that's true to the source material. In particular, we wanted something that would appeal to a range of gamer experience levels, as well as to those players who can't tell a Targaryen from a Tarly, all while delivering gameplay moments to rival Littlefinger's iconic heel turn.

AN UNCOMFORTABLE CHAIR

So what makes *Game of Thrones: Oathbreaker* unique? Well, many social deduction games are about democracy. Usually the group votes in some fashion on who to trust. But Westeros isn't a democracy — it's a monarchy, with almost everything revolving around the pursuit of the Iron Throne.

So in *Game of Thrones: Oathbreaker*, one player is the King or Queen. Each of the other players take on the roles of Nobles — the Lords and Ladies of the great Houses of Westeros, who are further secretly divided into two groups - Loyalists and Conspirators — those that support the throne and those that want to undermine it. Throughout the game, the King plays decree cards, bestowing favors on those who seem loyal, and casting suspicion on those who don't.

Playing the King isn't quite like anything else in gaming. The King has great power, but can't directly help the realm — they must use their decrees to cajole and coerce their trusted nobles into doing their bidding.

Unfortunately, odds are that most of the Nobles *can't* be trusted. In most social deduction games, the majority of the players are on the honest team, searching for a few bad apples. But in *Oathbreaker*, the majority is more often the side working in secret, while the loyalist minority works to uncover the vipers all around them. Hey, this is *Game of Thrones* after all.

What's more, the Nobles seeking to overthrow the king don't know who their teammates are. During the many iterations of the game design, we experimented with a variety of mechanisms involving having the Conspirators reveal themselves to each other at the start of the game, but ultimately concluded that it was more fun for everyone to be unsure who they could trust.

And, to make figuring out who's who just a little more difficult, all of the Nobles have their own personal secret agenda. Even if you're positive that Lady Margaery helped the realm last round, you can't be sure if it's because she's truly loyal, or just wanted to bring honor to House Tyrell.



A GAME OF TACTICS

But there's a bit more to *Game of Thrones: Oathbreaker* than lying. Players will also be called on to make tough tactical decisions.

Each round there will be multiple missions for the Nobles of the realm to undertake, each offering unique rewards for success. Players are free to play cards to any or all of them, pushing them toward success or failure. Deciding how to divide your cards can be a surprisingly engaging puzzle, and one that varies depending on your role in the game. Additionally, each Noble has a special character ability, and using it well can be the difference between victory and defeat.

We've all played social deduction games with that one friend who's terrible at lying, or just isn't so sure about all this social business. It was important to us that these players felt like the game had something for them. There's no player elimination in the game, and everyone gets to play every round, so even if a conspirator gets found out in the first round, they'll still have opportunities to make good plays and help their team.

If you're someone who doesn't usually take to social deduction games, *Oathbreaker* might be the game that changes your mind. And if you're already a fan of the genre, we hope you'll find that it brings some fun new gameplay ideas to the table.

Just don't complain to us when your friends stab you in the back. We did warn you not to trust them.

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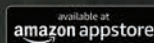
Dire Wolf Digital is an independent game studio specializing in both digital and physical strategy card games and board games. Based in Denver, Colorado, the Dire Wolf Digital team includes more than 100 passionate designers, artists and engineers creating games for some of the world's top brands, as well as original properties, including digital strategy card game Eternal and the hit board game Clank!: A Deck-Building Adventure.

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Blood & Plunder

SHORE DEFENSES

By Chris Tuñez

Throughout the West Indies, settlements and cities scattered the map. Most served a specific commercial purpose, but they were invariably part of an intricate and vast mercantile chain, designed to extract and deliver the wealth of the New World to their mother countries. This system, however, was inherently vulnerable to rival nations and brigands. As such, defensive structures were a common sight along the shorelines of the Spanish Main. Where power and wealth was centralized, these structures were immense; often having several trenches and bulwarks surrounding a stone fort with sloped walls that would have been several feet thick. Far more common, though, were watchtowers and outposts, such as the one being released this month by Firelock Games. When properly placed, these fortifications provided ample defense against the small vessels that were common to this region. Because of their small size, and a general lack of availability, these forts contained less pieces of ordnance than you might expect to find on a ship. But, owing to the sturdiness of the earth beneath them, they had the capacity to field much more powerful weaponry. Any captain attempting to navigate the

narrow passages that these structures guarded would receive several devastating blows before being in position to release a broadside, which the stout stone walls would have readily received. In the absence of a fortification - or to supplement one - it would not have been uncommon for a force to improvise a defensible position for their artillery in preparation of an impending attack. Shore batteries were created using whatever serviceable material could be spared and were typically reinforced by earthwork. In one account, the defenders dug a ditch around their artillery and fortified it with barrels which they had filled with the dirt and reinforced with wooden planks. Such batteries provided excellent protection for the gun crews against small arms attacks.

The crew over at Firelock will be providing you everything you need to defend your shores. Along with the stone fort, we have released the shore battery and the long anticipated heavy cannon. Each piece comes with rules and stats so that they can be seamlessly added into your normal games. And be sure to check out www.firelockgames.com/downloads/ to download the new scenario we made just for the stone fort.



EAT YOUR VEGETABLES!



POINT SALAD

AEG 7059 \$19.99 | Available September 2019!

This summer sees the release of *Point Salad*, published by Alderac Entertainment Group, and designed by the team at Flatout Games. In *Point Salad*, you'll be building the most valuable salad through set collection and acquiring "point cards", of which there is a massive variety. Draft the best salad and win!

Point Salad comes with 108 cards, divided among 6 different vegetables: Tomatoes, Onions, Carrots, Peppers, Cabbage, and of course Lettuce. While there are six of each vegetable and that side of the card is called the "veggie side", each of the 108 cards in the deck has its own unique back, which is called the "point side." And with each being unique, that means there are 108 possible scoring combinations in the game.

The deck is shuffled and divided into three roughly even piles with the point side up, and then two cards from each pile are flipped up on the table to form a six card "veggie market" of revealed vegetables. On a player's turn they may take any two vegetables from the market, or a single point card from the top of one of the three stacks. You may, over the course of the game, collect as many veggies and/or point cards as you wish. The game continues until every card has been taken by the players.

One point card may award you 2 points for every Carrot you have, 1 point for every Lettuce you have, and take away 1 point for every Cabbage you have. While another may award 5 points for every pair of Carrot and Tomato you have. Others award points based on conditions, such as having the most of a given veggie, or having an even or odd number of a particular veggie. Every vegetable you collect can count toward multiple point cards, so a Carrot used to score 2 points on one card, can also be combined with another veggie to score on a pair card.

Players total up all of their possible points, including any negatives, and find their final score. The player with the most points wins! Games of *Point Salad* tend to be fast, with players quickly determining different strategies and methods of scoring points as the available point cards and veggie cards shift through the game.

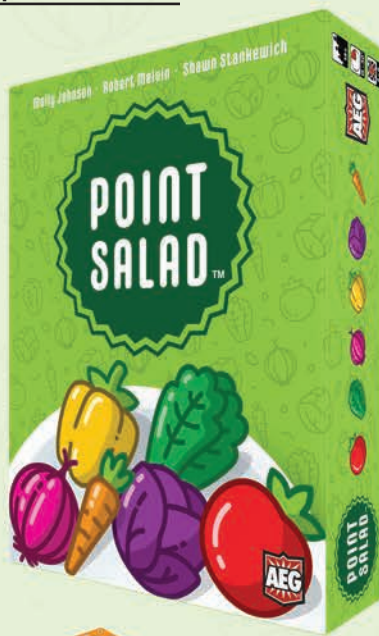
Point Salad is part of three games releasing at Big Game Night during Gen Con 2019. Big Game Night is a yearly event put on by AEG that has nearly 1,000 gamers playing games all night, raffles and more, and every attendee goes home with the Big Game Night Swag Bag. Each year the swag bag has featured a series of surprise releases, such as the hit *Cat Lady*. This year however, AEG is pulling back the curtain and letting people know what is coming in the Swag Bag. This year's Swag Bag includes of course *Point Salad*, and also *Walking in Burano*, originally released in Taiwan by Emperor S4. *Walking in Burano* has players building the beautiful canal-fronts of Burano to attract citizens and tourists to their buildings. The Swag Bag also includes the new *Curios*, which puts players in the role of rogue archaeologists, collecting treasures and relics from various dig sites, attempting to outdo each other for fame and glory.

AEG is also changing up the way Big Game Night gets to players.

In the past, players had to attend Gen Con, and more recently PAX Unplugged, to participate in Big Game Night and receive the Swag Bag games.

This year, however, AEG is allowing retail stores to order Big Game Night kits that include all three of the games, and release them the day before the event at Gen Con. This is a month ahead of the standard retail release, so it's a very early pre-release. And people all over the world will be able to enjoy the fun of Big Game Night wherever they are!

...



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SHADOWRUN

SIXTH WORLD BEGINNER BOX

CATALYST
game labs

SHADOWRUN RPG: 6TH EDITION BEGINNER BOX

CAT 28010..... \$24.99 | Available June 2019!

I remember walking into the Game Depot in Tempe, Arizona in 1989. And there, on a wall, was a poster unlike anything I'd ever seen before, and it took my breath away: Larry Elmore's brilliant *Shadowrun, First Edition* cover. A grubby, dark alley showcasing a magic-user wielding a shotgun while an elf hacked into a computer console. Meanwhile, at the end of the alley, orks in three-piece suits returned fire while hiding behind a futuristic-looking car. And beyond it all, the towering skyline of a harsh, future dystopia.

I instantly fell in love with the universe, and it's a privilege, thirty years later, to have a hand in developing the *Sixth World Beginner Box*, which kicks off the sixth edition of this seminal RPG setting, leading to many more years where man meets magic and machine.

Jason Hardy (the *Shadowrun* Line Developer) and I worked hard to make this the best possible toolbox. Whether you're an old hand in the shadows or a wet-behind-the-ears chummer, the *Beginner Box* is designed to easily slide you into the new mechanics of this edition while immersing you in all the brilliant potential of this magnificent setting where anyone can find a home.

Here's a rundown of the contents to whet your appetites:

An easy-to-use single-page scream sheet will greet you as you peel off the lid. It gives a rundown of the contents and the best ways you can dive right into the game.

Next up is *An Instant Guide to the Sixth World*, a smash-and-grab four-page booklet that will leave you primed with *Shadowrun* lore and ready for more.

Then: characters, characters, characters! The best tabletop RPG stories we tell each other are those that involve the amazing characters we sheath ourselves in as we storm through the worlds we love. *Shadowrun* has a bevy of brilliant possibilities awaiting your imagination: from elf to human, dwarf to ork or troll, as they sling spells, hack the Matrix, toss hot-lead or swing a blade, and a myriad of other options.

The *Beginner Box* comes with four avatars ready to take you straight into the action.

But we take it a step further. Each dossier is eight pages of tools at your disposal. The two-page character sheet includes sidebars that smoothly walk you through the details of character stats and provide the basics of the game; with just those two pages and a gamemaster, players can be off and playing.

The rest of the booklet contains additional background and player tips for getting the most out of a character. If that's not enough, the toolbox opens even wider as a fiction



section runs side-by-side with detailed examples of how players toss the dice to bring that fictional action to life in their own game. Finally, a set of basic tables brings easy reference into the hand of the players, so each group member had crucial rules at their fingertips.

Alongside the character dossiers, a set of Tool Cards gives players their weapons, spells, and gear in an easy-to-use and remember fashion. The character dossiers direct each player to choose the correct cards for their character at the start of a game.

Without a framework, roleplaying is just yelling at the table. While everyone can review the *Quick-Start Rules* booklet, it's the gamemaster's job to tackle the rules and convey them to the players. Remember that the sidebars next to the character sheets in the dossier work hand-to-grip with the quick-start rules, making getting up to speed and tossing dice as quick as an Ares drone strike.

The *Battle Royale* adventure is the bread-and-butter of this box set. This is where the rubber meets the road and your imagination soars.

Wrapping up this box is a two-sided, full-color poster. One side displays the maps for the *Battle Royale* adventure, while the reverse side is the Seattle Metroplex, tying into a location summary found at the back of the adventure.

Finally, what would the box be without a handful of new, custom D6s? It wouldn't be *Shadowrun*, that's for sure.

If you're interested in more details, check out www.shadowrun-tabletop.com.

...

Randall N. Bills has led the development and publication of hundreds of novels, sourcebooks, rulebooks, box sets, game aides and more. He's currently the Managing Developer for Catalyst Game Labs, overseeing the strategic development of the perennial BattleTech and Shadowrun properties while managing the rollout of Catalyst Game Labs' new line of tabletop games, including core development of Dragonfire.



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By Jennifer Brozek



SHADOWRUN

Between a Corp and a Hard Place, Part 1

SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK

CAT 28000..... \$49.99 | Available June 2019!

Hoi Chummers, welcome to part one of "Between a Corp and a Hard Place" the first of an original serial story set in the newly-revised Shadowrun RPG! For more data on the upcoming *Shadowrun Sixth Edition*, check out the *Shadowrun Beginner's Box*, available now!

Hunkered down in their Seattle safehouse, Miyuzaki surfed the Matrix while listening to his teammates bicker about the most recent job they had accepted.

"What the frak were we thinking, taking this run?" Jannat muttered as she stared at the credstick with 15,000¥ showing in its digital window. The human mage shook her head as she split 10,000¥ equally onto two other credsticks.

Lantana shrugged. "Who thinks with that kind of nuyen on the line?" She was a tall elf, fair as the summer sky and as colorful as her name. Her blond hair was dyed an ombre of sunset colors, from deep blue over blond roots, then fading into purple, then red, orange, and yellow at the tips. Her armored leathers, complete with reinforced panels, were no less colorful, though a more uniform purple, and she wore it with comfortable ease.

Jannat, more subdued in green synthleather, held out two of the credsticks. "We should've asked for more. He didn't even twitch when I doubled the fee. That means there's more to this than we know. Who pays 45,000¥ for an extraction?"

"Should've. Would've. Could've. All past tense. The deal with the Johnson's done. Once the fixer's done his job as middleman between us and the client, there's no renegotiation unless there's new information." Lantana grabbed the two credsticks, pocketed one, and offered the other to the small, grey ork in AR glasses. "Miyuzaki? What do you think?"

It was the kind of discussion his teammates had had before. Jannat worried she didn't do her job well enough, and Lantana refused to worry about anything. They balanced each other, and his more pragmatic approach rounded out the team. The two women were the closest thing he had to a family in this hard world of 2080; a society of rampant corporate greed, government bribery, and daily upheaval. Despite their different races and ages, the three of them had become more than mere shadowrunners—people who skirted the edges of mainstream society, selling their often illicit skills to anyone who would pay: corp, citizen, authorities, or government. They'd become family by choice.

Miyuzaki drummed his knees with light taps of his fingertips, like he was typing as he traveled the Matrix. He didn't answer her. Nor did he reach for the money.

Lantana touched him on the shoulder. "Reality to Miyuzaki. Come in, Miyuzaki."

"Working," Miyuzaki said then took the credstick from Lantana's hand. "Both of you are right. We agreed to the job, but something's wrong. I'm gonna find out what it is. Check security. Just to be sure. Physical and astral."

Jannat and Lantana glanced at each other, then turned away. Their base of operations, a small warehouse, was broken up into



five basic areas: three of the corners were makeshift rooms for each of them. The fourth was a security station. In the middle, acting as a psychological barrier, was the common area, with a makeshift kitchen and dining table that served as both meeting room and lounge. There was one tiny bathroom next to the security corner. It wasn't ideal, but it was cheap, dry, and kept them out of the way of prying eyes.

Miyuzaki watched them go. Lantana walked to the small security setup to give the cameras a look. Later, she would walk the perimeter of the warehouse building they'd taken over as safe haven, runner's den, and home. Jannat returned to her home corner of draped Indian fabrics and low cushions to drop into a cross-legged position and prepared to go astral, checking the minor wards she'd put up and giving the area a thorough look-see.

He didn't really think they had anything to worry about — at least, not yet. But there was something off about this run. It was the biggest one they'd been involved in to date. Their first extraction... and Mr. Johnson had come looking for them because of their success in their last mission — a paydata run. Nothing too hard, but something the team had had to get him onsite for and protect him while he navigated the corp's intrusion countermeasures, AKA IC. IC could be deadly if a decker wasn't careful.

The target was one Theo Haskins. Miyuzaki recognized the surname. A quick search brought him to Haskins Garbage Management Services. "We deal with junk so you don't have to." That led to reading about the company and its owner, Dylan Haskins... married to Teena Haskins. Two kids: Theodore and Wanda.



Miyuzaki pursed his lips. Their target was the kid of one of the most successful orks in the city. A rare thing, but not as rare as the smoothies might think. Orks were good at necessary but “distasteful” industries — garbage, construction, landscaping, treatment plants. Industries built on sweat equity. It made some of them very rich. Time to find out where the *crème de la crème* of ork society hung out. At least, within the Matrix.

He dove into the Matrix’s full virtual reality, forgetting the meat world, trusting Jannat and Lantana had everything under control. Most of his deck was in his head. He had a commlink to allow him to access the Matrix when he didn’t want to go full VR. Sometimes, image enhanced glasses and augmented reality were all you needed to get the job done. It’s why he kept his old-school decks, computers, and monitors set up in his corner of the warehouse. Sometimes, you needed the hardline connection.

Inside the Matrix, Miyuzaki’s avatar was a miniature Totoro. A meter tall, he was soft, furry, round, and grey with the white bib. To complete the look, he had a leaf hat — bigger than the one from the anime. Or, rather, bigger on him than it was on the original anime character. It wasn’t just for looks. It was one of many lines of digital protection.

Traveling to the digital ork underground, he passed, or bypassed, all their security measures. There were more talented ork deckers than most people knew. Of course, most people thought orks weren’t good for much. They never looked past the squat stature, broad jaw, and tusks. It often meant orks were either reviled or ignored. Now, they were going to kidnap the son of one of the richest orks in the city.

Miyuzaki had to admit he didn’t like it. Shadowrunners weren’t good guys by society’s standards, but most of them had their own code of honor. Until now, Miyuzaki hadn’t had to consider something like this... going against another ork, or kidnapping a teenager not much younger than himself.

Extraction, he chided the part of him that protested the run. It didn’t make him feel any better.

A quick flash to the research he’d done on the Haskins family said Theo was into football and videogames. He sent out a passive ping to find out when Theo was usually online and where.

“Hello. You looking for me?”

Miyuzaki, who’d been waiting in the lobby of one of the videogame Matrix hangouts that catered to orks, whirled around.

There stood Theo Haskins.

Miyuzaki felt his skin grow cold. He was in stealth mode and had only passively searched for the kid. How the frak had the target sensed and found him?

...

Jennifer Brozek is a wordslinger and optimist, an author and an editor, and a collector of antique occult literature. She believes the best thing about being a full-time freelance publishing industry professional is the fact that she gets to choose which sixty hours of the week she works. Visit her at jenniferbrozek.com



ROBOTECH FORCE OF ARMS



ROBOTECH: FORCE OF ARMS CARD GAME

SRF 0600 \$19.85 | Available Now!

The desolate Alaskan wilderness hides the top-secret wartime headquarters of the United Earth Defense Forces. Alaska Base is also the site of the ultimate defense weapon against the Zentraedi invaders — the *Grand Cannon* — an immense Reflex cannon based on the one found on the SDF-1, but massively scaled up with a cannon barrel anchored more than 10 kilometers into the ground. This devastating weapon uses the Earth's own gravitational field to generate incredible blasts of energy strong enough to wipe out entire Zentraedi fleets. The leaders on Earth desperately hoped that the awesome power of the Grand Cannon would intimidate the Zentraedi enough to give Earth an upper hand in a peace talk. If peace talks failed, then it would be used to annihilate the Zentraedi.

The SDF-1 was sent out in space to stall the enemy until construction of the canon could be completed. But the sheer size and destructive capability of Dolza's armada staggered belief. In the moment the Grand Fleet folded into Earth orbit and rained fire down on the planet — in that desperate moment — the humans learned that the Zentraedi could never be scared into submission by mere Micronians. And the Zentraedi would never go down without a fight...

When designing *ROBOTECH: Force of Arms*, we set out to feature as many iconic scenes and characters from the series as we could, but with such an expansive story, we couldn't include them all. We continued to think about this even after we had sent the game off to the manufacturer. These thoughts led to the *Grand Cannon Expansion* for *ROBOTECH: Force of Arms*.

This exciting new expansion allowed us to include some of the most iconic characters that were not included in Force of Arms, along with a whole new dimension — or *super-dimension* — to the game.

The Grand Cannon itself replaces the "empty space" card used in the base Force of Arms game. At first glance, the Grand Cannon may appear to unbalance the game, but just as the United Earth Defense Forces did not care about the implications of firing the Grand Cannon, in this expansion the Grand Cannon doesn't care which ships it blasts. Whichever force controls the Grand Cannon at the end of the game gets to choose its firing direction. The Cannon must be fired, because you don't build a weapon this massively powerful and not use it. Its blast hits all ships in that direction, even your own.

Once you add the Grand Cannon Expansion to the Force of Arms game, your playing experience grows, changes, and gets more dynamic. Now, in addition trying to protect your own ships and destroy your enemy, you must try to gain control of the Grand Cannon because the massive power of the weapon could be your only hope for winning the battle for Earth and Protoculture.

To facilitate your war efforts, you now have access to additional heroes and commands to help you turn the tide of the war. From Roy Fokker to Exedore, from Fire the Main Gun to Daedalus Counter, you have many more strategic choices to make and

ROBOTECH: CRISIS POINT

SRF 0602 \$29.99 | Available June 2019!



significantly more power to wield. Plan and fight wisely, because the future of Earth, for good or ill, will be decided based on your actions.

The *Grand Cannon Expansion* is a **FREE** booster pack that is available from your retailer. Just ask your local game store to order SKU SRF 0601 and you can expand your Force of Arms experience and gameplay at no additional cost. At SolarFlare Games, we are happy to provide this booster as a thank you for the tremendous support the fans have shown for the original *ROBOTECH: Force of Arms* game.

While collecting your free Grand Cannon Expansion, ask your local game store about our second ROBOTECH game, now available: *ROBOTECH: Crisis Point*. This new head-to-head board game is based on the Robotech Masters vs the Army of the Southern Cross, battling for Earth in the Second Robotech War!

The question is: Will you save the Earth — or utterly destroy it? The choice is yours, in *ROBOTECH: Force of Arms* (SRF 0600) and *ROBOTECH: Crisis Point* (SRF 0602).



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DESIGNING



BTAS: GOTHAM CITY UNDER SIEGE – MASTERMINDS & MAYHEM
IDW 01808..... \$14.99 | Available October 2019!

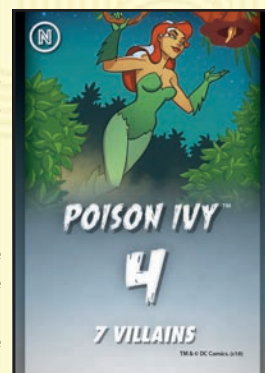
One of my design approaches for cooperative games is that it needs to be highly expandable. Since the inherent design provides the artificial intelligence of “the opponent”, the base game needs to gain additional options and strategies to match those that players gain through experience in their game plays. Sometimes players assume that expansion material is simply things that should have been added to the base game, but for me, that has not been the case.

Each game I design, especially cooperative game designs, I put everything in the base game to make it the best thematic experience for the players with nothing held back. But then, after playing the base game several times, I begin to see that it becomes easier to win, less challenging and less interesting as the game AI continues to throw the same challenges at me. It is at this point that I begin to clearly see new things that can be added to the game to restore and expand the challenge and excitement level of the game, focused mostly on experienced players. This is certainly true with the *Masterminds & Mayhem* expansion Michael and I created for *Batman the Animated Series – Gotham City Under Siege*.

The expansion started with brainstorming various approaches we could take. Michael has already started an interesting expansion design that would enable a player to take on the role of the Joker, moving game play from a pure cooperative game to one against many semi-coop. While the idea is a good one and hopefully something we do in the future, it did not seem the right approach to me for the initial expansion. We considered doing 4 completely new Acts, as some dedicated players were already posting some interesting acts online, but once again, I felt that was something best done at a later date. I even had an idea to change the game whereby the heroes were assaulting a villain lair and advancing each Act rather than defending, but this felt more like a whole new game that might bring in even more heroes from the DC Universe, so I pushed that idea back to hopefully be addressed later.

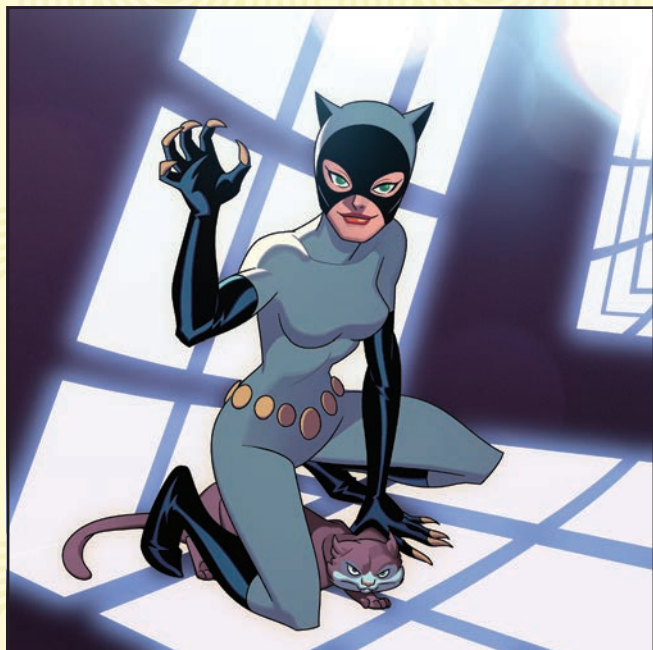
In the end, we decided to do an expansion that touched most aspects of the game in a way to expand variety, increase uncertainty and story, bring in more of the Batman Animated masterminds and give the players the ability to set the level of difficulty for the game at the level of their player group. The end result of that decision is the *Masterminds & Mayhem* expansion.

Masterminds: Let’s start with discussing the masterminds as they are a major focus of this expansion. There were two things we wanted to do with the masterminds in this expansion - firstly, we wanted to add several new masterminds that Batman faced in the animated series to provide a more varied rogues gallery. To that end, the expansion includes new masterminds like Hugo Strange, Baby Doll, Talia Al Ghul, The Ventriloquist, Lock-Up, the unique Kyodai Ken, the Condiment King and even

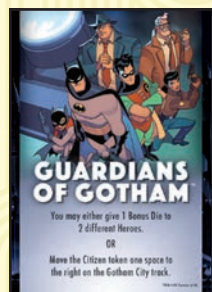


Catwoman (if she is not a hero), just to name a few. Some of the Act Leaders can also show up now, including Ra's Al Ghul, Scarecrow and the devious Joker!

Additionally, there is one ally that can appear — The Grey Ghost that arrives at the Act Leader's location. Not only do several new masterminds appear in the game, each has a special ability that is reflective of their powers and the mayhem they bring to Gotham City for Batman and his allies to overcome. The second goal for masterminds in this expansion was to enhance the abilities of the masterminds from the base game that did not have special skills by creating replacement upgraded cards. These replacement upgrade cards create new challenges for the heroes as they appear and more accurately represent their threat to Gotham City.

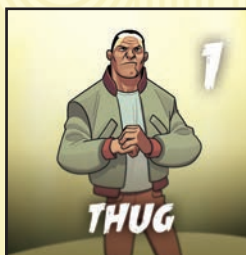


For example, Two-Face now has a coin token he flips when defeated that can have dire consequences or let him escape to an adjacent battlefield. Poison Ivy has plants that grow around her as protection and the Riddler is only defeated by solving his riddle. The Man-Bat now appears on the rooftops and ambushes heroes that may be on the rooftops and may only be dispatched by an attack from a hero on the rooftops, creating a new challenge for the players. After playing with the new masterminds, I cannot imagine playing without them and I suspect fans of the game will feel the same - especially if they are also fans of the television show.

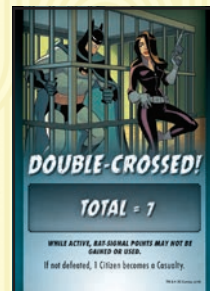


Heroes: While the hero character cards do not change, each hero gains 2 new strategy cards, including some where they appear in their secret identity with some form of responsibility and reward to round out the characters more fully. The players will discard some Skill cards at the start of the game so they will not know exactly which skill cards they have available during play.

Villains: The villain tokens remain the same for the most part, but additional base tokens are added and there is a new token, the 4-strength armored car, added to the bag. When an armored car is drawn it will be placed on top of the Thug tokens stack, protecting the 1 strength Thugs until the token has been defeated.



Act Story Cards: There are 2 new very challenging Story cards for each of the 4 Acts. These new cards are highly thematic and can work with masterminds when the right cards appear to significantly ramp up the difficulty.



Block Tiles: 4 new Block tiles are added to the game for variability, as each of them has a special effect on the game as well as penalties. Some of these tiles grant tough decisions to the players, like the choice between the Act Leader's hero becoming wounded or suffering 1 additional casualty. Our thought was that we should add more decision points where we can, enabling the players to form

various strategies during game play.

Event Cards: There are 4 event cards added to the game, 1 for each Act. These were actually the first item created for the expansion and one that creates great variability of play, as each card has 3 potential



events that are established by a dice roll of the Act Leader instead of the static event printed on the base game's Act Setup card. As with most items added to this expansion, players can decide whether or not to increase the variety of the events on the Act Setup cards each time they play.



The end-result is that with the *Masterminds & Mayhem* expansion, players gain the ability to meaningfully scale the amount of variety and challenge to suit their play group and an even deeper thematic connection to the show's devious villains. Hopefully all of you will enjoy this expansion as much as we do and, hopefully, we will be able to bring some of our other expansion ideas to life to continue the story!

...

Richard Launius is a veteran game designer with an impressive collection of quintessential titles under his belt, including *Arkham Horror*, *Defenders of the Realm*, and *Elder Sign*. His co-designer on both *Gotham City Under Siege* and *Masterminds & Mayhem*, Michael Guigliano, is a relative newcomer, but is quickly proving his mettle in the industry.



SHOBU™



A BEAUTIFULLY CRAFTED ABSTRACT

SHOBU

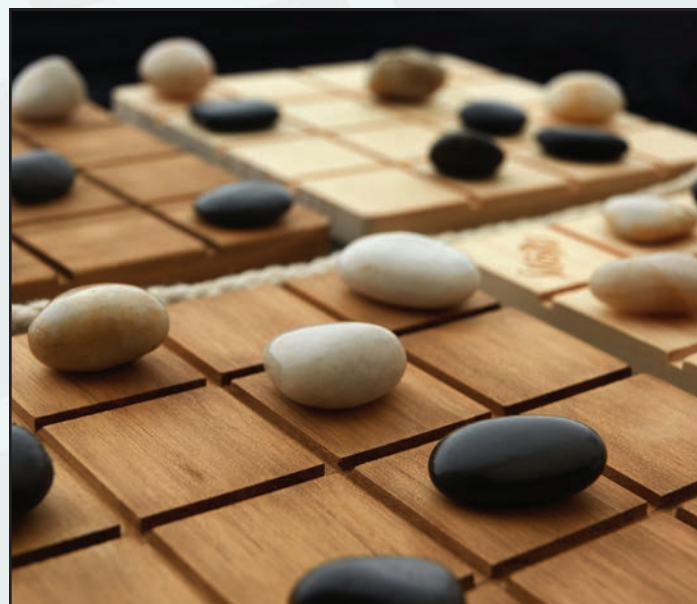
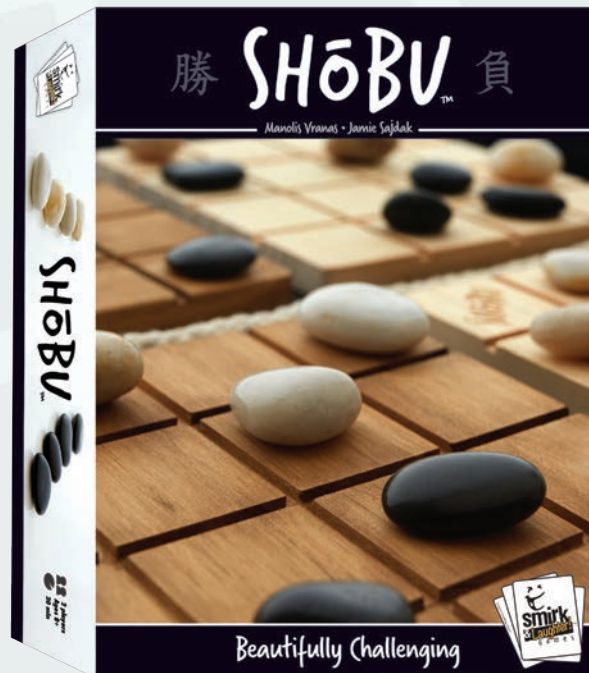
SND 1005..... \$29.99 | Available July 2019!

In Japanese, the word “Shobu” means a competitive match, bout or game, and is comprised of two kanji, “sho” and “bu,” which translate to “victory” and “defeat.” It sounds at once ageless and timeless and is perfectly suited to a game which feels like it has stood the test of time and existed for centuries. After all, that is the highwater mark for any abstract strategy game, timelessness, and it is no easy trick to accomplish.

Yet *SHOBU* pulls it off twice, first in the simple complexity of game play and secondly in its aesthetics. Physically crafted from natural wood, tumbled river stone and cotton rope, it *looks* like a game from another age and handsome enough to display permanently on a coffee table. This stunner from Smirk & Dagger Games stopped traffic at the *GAMA Trade Show* and goes a long way to extend the beauty of the offerings in their recent Smirk & Laughter line.

Table presence aside, it’s the game play that is the most compelling, as well as the very interesting learning curve for the game. One can begin playing *SHOBU* in under a minute, as there are just a few simple rules. Your first turns come easily, giving gamers of any skill level a comfortable and confident start. Then, roughly halfway through this 20-minute game, you suddenly realize that the game has a deep complexity, far closer to three-dimensional chess!

SHOBU is played on four wooden boards, arranged as shown, with a rope dividing each player’s “home” boards from one another. There are four boards of active game play used by both players, with four stones of each color per board. One player controls ALL the Black stones and the other, White. The object is simply to push all your opponent’s stones off any ONE of the game boards to win.



Players take turns back and forth, and on your turn, you take two moves. The first is a passive, or set up, move. You can slide your stone across the board one or two unblocked spaces in any direction, including diagonally. Your second move, the aggressive move, must exactly match the direction and number of spaces of your passive move — AND must be on the opposite color board. Only the Aggressive move has the opportunity to push an opponent’s stone into another space or off the board completely. The only condition is that you can’t push more than one stone, so creating a ‘double stone’ defense can be effective.

Interestingly, if you focus on only a board or two, you may find that you have locked yourself down. For example, if none of your Passive moves can move to the right, your opponent’s stones will be safe from attack on that side of you. They will exploit this until you have rebalanced your boards. It is this multiple board strategy that leads to multi-dimensional thinking and is what takes the game to a whole new level.

Designers, Manolis Vranas & Jamie Sajdak, have created something that is both instantly familiar and wholly original. If you are a fan of abstract strategy games, you will delight in *SHOBU* for its beauty, elegance and simple complexity. It’s brilliant.

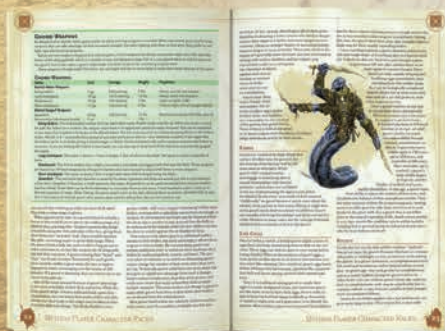
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Curt Covert is the owner of Smirk & Dagger Games. A sixteen-year veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. His new line, Smirk & Laughter, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.

SANDY PETERSEN'S Cthulhu Mythos

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WARHAMMER FANTASY ROLE-PLAY



ENEMY IN SHADOWS

WARHAMMER FANTASY RPG: ENEMY IN SHADOWS

CB7 2406..... \$39.99 | Available August 2019!

WARHAMMER FANTASY RPG: ENEMY IN SHADOWS COMPANION

CB7 2407..... \$34.99 | Available August 2019!

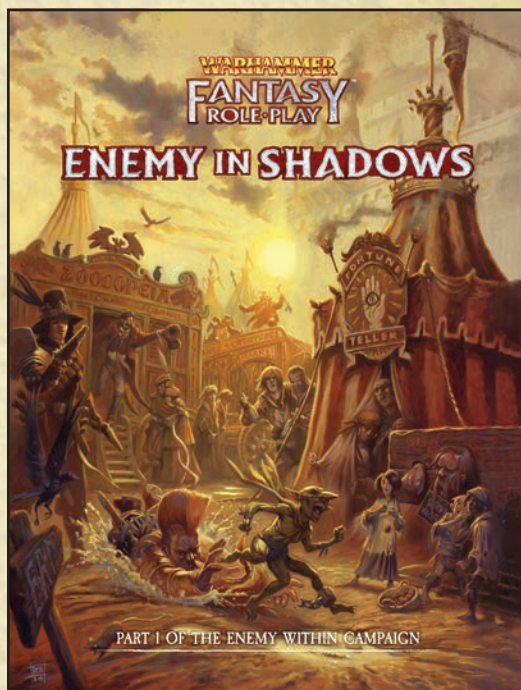
It's no secret that we here at Cubicle 7 Entertainment only work on games we love. I admit that it can be limiting — we've passed up quite a few big licenses over the years, mainly because they weren't something we'd absolutely loved beforehand. I need to know I'll be able to bring genuine passion to the property so I can guarantee to other fans that they will love what we are doing.

Warhammer Fantasy Roleplay (WFRP — we pronounce it WuffRupp) is the first RPG I ever played, so it has an incredibly special place in my heart. I have so many awesome gaming memories featuring the (always doomed) voyages of the Emperor Luitpold as it made its way sluggishly up the River Talabec. This is something I share with my WFRP 4e co-designer, Andy Law. We have both been huge *Warhammer* fans from the 1980s onwards. So, when we were talking about the supplements we wanted to make for the game, our thoughts turned to the *Enemy Within* campaign.

This campaign is one of the biggies. One of the gaming experiences discussed in awed tones; a legendary *tour de force* full of epic moments. And it was just about to celebrate its 30th anniversary! We decided that the time was right to revisit this classic and bring it to a new audience. And we wanted to revisit it in a meaningful way, but not to stray too far from the original intent behind the project. Cue WFRP legend Graeme Davis.

I'd worked with Graeme on our *Cthulhu Britannica* game line a few years ago, and we'd been in touch after Cubicle 7 announced the fourth edition of WFRP. He was working with us on the rulebook, and as one of the core contributors to the original *Enemy Within*, he was the perfect person to help us bring back the campaign in style. *The Director's Cut* was born!

There were two main factors that we had to consider. The first was that many people had played the campaign already, and so might be walking spoilers. And the second was that the last two parts of the campaign had taken the plot in directions that weren't universally popular. At Cubicle 7, we like efficient stone to bird ratios, and as Graeme revealed that he had some alternative plans for parts four and five from back in the day, a plan was born: we wouldn't just rework the existing campaign into a new Director's Cut, adding the results of thirty years of playtesting to the table, we'd also rewrite the last two books completely, bringing them in line with Graeme's original intention.



Graeme also had the genius plan of working in 'Groggnard Boxes'. Sprinkled generously throughout the campaign, these snippets of text provide alternative plots and explanations that can completely change what's going on, and so mess with anyone's prior knowledge of events. The most dastardly of Gamemasters can even use these boxes to deliberately troll anyone who knows too much! Which is as WFRP as it gets. The Groggnard Boxes also offer alternative scenes and campaign options for those playing the campaign for the first time, making the whole experience deeper, and more easily tailored to individual gaming preferences.

So, we immediately set to work, examining every aspect of the campaign, from top to bottom, making sure we presented the very best version we could. We re-examined every character, every location, every scene, and asked what they brought to the table, and what was needed to ensure they were as fully developed as possible. It was very important to all of us that the whole campaign hung together as a single piece, with the plot elements introduced at the beginning leading directly through to the very end, from the start of *Mistaken Identity* to the end *Empire in Ruins*. And what we came up with is epic, gritty, awe-inspiring, horrendous, and in every way, WuffRupp!

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Dominic McDowall runs award-winning publisher Cubicle 7 Entertainment. He's co-designer of *Warhammer Fantasy Roleplay* and the man who brought *Middle-earth* and D&D together at last, with *Adventures in Middle-earth*™.



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



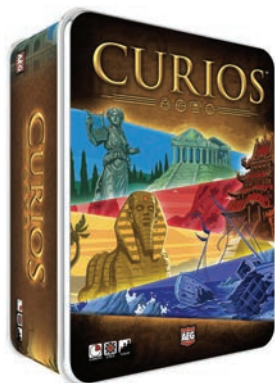
GAME TRADE MAGAZINE #234

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 234\$3.99

ART FROM PREVIOUS ISSUE

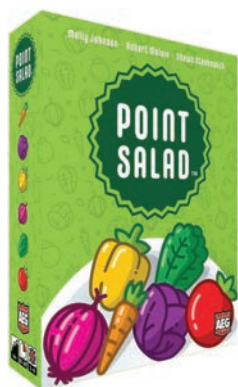
ALDERAC ENTERTAINMENT GROUP



CURIOS

In *Curios*, players acquire artifacts from various treasure sites without knowing their worth. Using the cards in your hand and those revealed by the others, you can deduce the possible value of your artifacts, allowing you to focus your efforts on the more profitable ventures. *Curios* is a game of worker placement, deduction, and bluffing like no other. This simple and intuitive game is quick to learn and even quicker to play!

AEG 7058.....\$24.99



POINT SALAD

Point Salad is a fast and fun card drafting game for the whole family! There are over 100 ways to score points. Players may use a variety of strategies and every game of *Point Salad* is unique!

AEG 7059.....\$19.99

SPOTLIGHT ON



SMASH UP: WORLD TOUR CULTURE SHOCK

The *World Tour* continues! *Culture Shock* takes us through the folk and fairy tales of Russia, where minions are frequently transformed; West Africa, where sharing stories and cards is valued; and Germany, where uniting characters from the same tale gives multiple benefits. We also look at the incredible histories of the Inca Empire, known for its roads and monumental architecture; and Polynesians, who spread out on as many islands as possible. *Culture Shock* is fully compatible with all previous *Smash Up* expansions.

AEG 5517.....\$24.99

SPACE BASE: COMMAND STATION EXPANSION

The *Space Base: Command Station* expansion allows players to expand their games of *Space Base* to include two more players. Now six or seven Commodores can compete for the promotion to become the Admiral of the U.S. Fleet! Inside you will find two more player boards, two more sets of starting cubes, ship cards, and additional materials to help balance and streamline these bigger games.

AEG 7064.....\$39.99



WALKING IN BURANO

Walking through the island, you will see these vibrant houses on both sides of the canal, as well as the personalized decorations placed by the inhabitants and shopkeepers. The local government has asked you to refurbish a street in their famed city. Use your creativity to amaze both tourists and locals with your masterpiece of design! Assemble buildings of matching colors and gather matching icons from the available cards in the central tableau, using scaffolds if needed as they are being built to attract tourists and locals to them and score Victory Points.

AEG 7067.....\$29.99

ARCANE TINMEN

DRAGON SHIELD



ART DECK SHELL - AMINA

ATM 31402.....\$2.99



MATTE ART - SUMMER DRAGON (100)

ATM 12021.....\$12.49

ARCANE WONDERS



VOLCANIC ISLE

Long ago, Easter Island was once a vast continent ravaged by constant volcanic activity. The settlers of this land raised Moai-gigantic monolithic statues to appease the gods and mend the wounds of the land. Players in *Volcanic Isle* are tasked with building villages and raising Moai across the continent. However, with each Moai raised, the possibility of a volcanic eruption increases! Eruptions devastate settlements and cause whole sections of the board to sink into the sea and be removed! Scheduled to ship in July 2019.

AWG AW04VI.....\$49.99

ARES GAMES



WINGS OF GLORY

Scheduled to ship in June 2019.

BREGUET BR. 14 A2 (STANLEY/FOLGER)

AGS WGF212C\$19.90



**BREGUET BR.14 B2 (AUDINOT/
HELLOUIN DE CENIVAL)**
AGS WGF212B\$19.90



RAF SE.5A (DALLAS)
AGS WGF124B\$15.90



RUMPLER C.IV (ZIEGERT)
AGS WGF211C\$19.90



**BREGUET BR.14 B2
(ESCADRILLE BR 111)**
AGS WGF212A\$19.90



RAF SE.5A (MCCUDDEN)
AGS WGF124C\$15.90



PFALZ D.IIIA (BERTHOLD)
AGS WGF123A\$15.90



RAF SE.5 (BISHOP)
AGS WGF124A\$15.90



PFALZ D.IIIA (HOLTZEM)
AGS WGF123B\$15.90



**RUMPLER C.IV
(LUFTSTREITKRAFTE 8231)**
AGS WGF211A\$19.90



PFALZ D.III (VOSS)
AGS WGF123C\$15.90



**RUMPLER C.IV
(LUFTSTREITKRAFTE 8256)**
AGS WGF211B\$19.90

THE ARMY PAINTER

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS PIGMENTS: UNDERDARK PAINT SET

The 10 paints included have been specially selected to fit in with the creatures and races of the Underdark, and include such colors as Faerzress Purple, Stirge Tan, and Duergar Metal. The set includes a limited edition Drizzt Do'Urden miniature. Scheduled to ship in July 2019.

TAP 75004\$24.99



ARTANA



LOVELACE & BABPAGE

Program the First Computer: Together in real-time, players build and program the world's first computer, deciding between speed and initiative with thoughtfulness and deliberation. Scheduled to ship in August 2019.

AAX 14001\$25.00

ASMODEE EDITIONS



FEATURED ITEM



OBSCURIO

The Sorcerer is out to get you! Find your way among the illusions but beware of the traitor in your ranks! Scheduled to ship in July 2019.

ASM LBOB01\$49.99



FEATURED ITEM

**PINNACLE**

Players take turns stacking wooden blocks of various shapes to create a perilous pile of laughter and risk-taking fun. Scheduled to ship in July 2019.

ASM PN01EN \$19.99



FEATURED ITEM

**POSTHUMAN SAGA**

Posthuman Saga is a competitive, tactical survival adventure, set in the post-apocalyptic world of *Posthuman*. Scheduled to ship in July 2019.

ASM PHS01 \$79.99

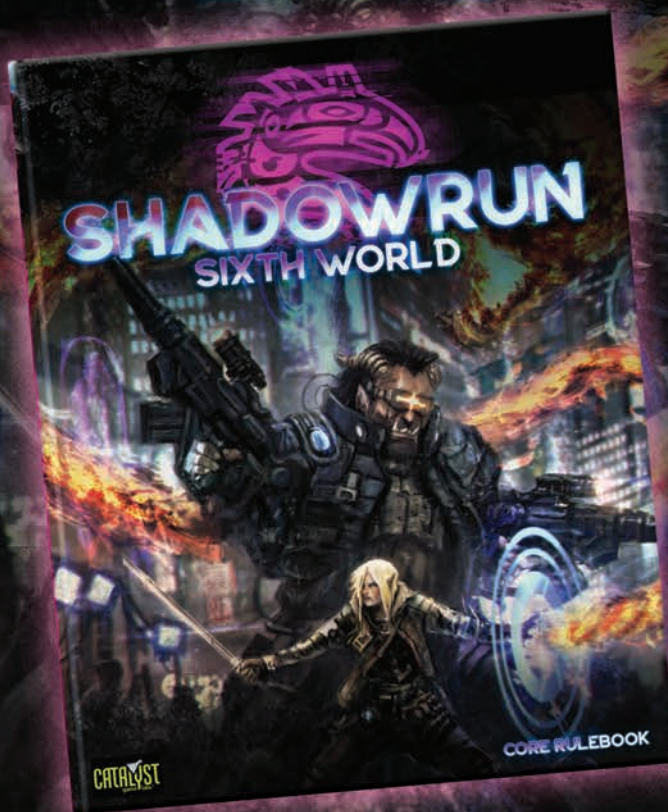


FEATURED ITEM

**UNTIL DAYLIGHT**

Until Daylight is a cooperative, survival card game for 3 to 6 players, taking place in a chaotic world filled with the infected. Scheduled to ship in July 2019.

ASM FGUD01 \$49.99



COMING SOON!

Celebrate *Shadowrun*'s thirtieth anniversary with a new ruleset, and get ready for changes that will shake the Sixth World!

- The new edition is easier to play and learn than it has ever been, yet it still offers the roleplaying depth that is a key part of the *Shadowrun* experience.
- The rule system is built around gaining advantages and taking risks, building up to spectacular moments that are part of great gaming sessions!
- More pre-generated characters plus character creation rules allow you to design and select exactly the character you want to use in the game.



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BATTLEFRONT MINIATURES

FLAMES OF WAR

Scheduled to ship in June 2019.



FURY

BFM FWBX10\$35.00



HIT THE BEACH

BFM FWBX09\$50.00

BROTHERWISE GAMES



UNEARTH: THE LOST TRIBE EXPANSION

Unearth: The Lost Tribe introduces players to the Lost Tribe of Delvers. Now the Darkness is returning, and the Lost Tribe has emerged from their hidden canyon retreats to lead the fight against the Darkness again. The 3 expansions include: An enhanced 2-4 player game: new ruins, new wonders, new Delver cards, and all new, colorless stones. A 5-player expansion: new ruins and new dice allow the inclusion of a fifth player. A Solo version: the challenging solo campaign, *Against the Darkness*, pits a single player against an ever-growing Darkness. Unique rules and seven different scenarios provide continued replayability. Scheduled to ship in July 2019.

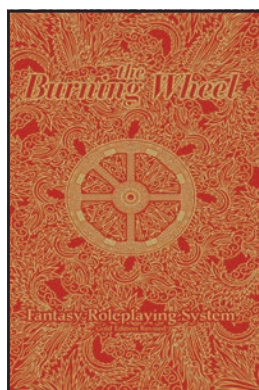
BGM 019\$19.95

BURNING WHEEL

BURNING WHEEL RPG: REVISED EDITION

The *Burning Wheel* is an award-winning fantasy roleplaying game in which players take on the roles of vibrant, dynamic characters whose very beliefs drive the story forward. The *Revised Edition of Burning Wheel Gold* contains adjustments, revisions and errata incorporated by the author. Scheduled to ship in April 2019.

GHQ 1600R.....\$35.00



CALLIOPE GAMES

SPOTLIGHT ON



TSURO: PHOENIX RISING

In *Tsuro: Phoenix Rising* 2-8 players each control an agile Phoenix. Each turn, you will create a path in front of your pawn by placing a new tile, or by flipping and rotating the tile in front of you. As you follow your path, you will reach lanterns and score them as star tokens. As a Phoenix, you have the power to be reborn from the ashes once per game use this ability to return in a strategic position that will allow you to score multiple stars! The player who collects seven stars creating a new constellation or is the last Phoenix alive - wins the game! Scheduled to ship in September 2019.

CLP 120PI

CAPSTONE GAMES



RAGUSA

Set in the legendary city of Ragusa (now Dubrovnik), *Ragusa* charges players with the task of building the city in the 15th century, constructing its great towers, boosting trade with the East, and finding their fortunes. By strategically placing buildings, you can gain access to resources, produce commodities, manipulate the markets, and trade. You can also build walls and towers to defend the city, earning you points at the end of the game. You will also have 2 secret objectives to complete for bonus points during end game scoring! Scheduled to ship in August 2019.

CSG BC101\$59.99

CATALYST GAME LABS

SHADOWRUN RPG: 6TH EDITION BEGINNER BOX

A *Beginner Box* product for the *Shadowrun Sixth Edition Roleplaying Game*. The *Beginner Box* contains an Introduction to the Sixth World, new Quick-Start Rules, Starting Character Dossiers, a deck of Gear Cards, and six customized dice bearing the *Shadowrun* logos. Scheduled to ship in June 2019.

CAT 28010.....\$24.99



SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK LIMITED EDITION

The *Limited Edition* 'carbon fiber' cover for the *Shadowrun Roleplaying Game: Sixth Edition Core Rulebook*. Scheduled to ship in August 2019.

CAT 28000LE\$99.99



SPOTLIGHT ON



SHADOWRUN RPG: 6TH EDITION CORE RULEBOOK (SIXTH WORLD)

The *Sixth Edition Core Rulebook* for the *Shadowrun Roleplaying Game*. A slimmer, faster entry into the dystopian urban fantasy world of *Shadowrun*. This rulebook has been slimmed down to a sleek 320 pages with amazing new art, and will be expanded upon in coming months and years with a new line of core product. Scheduled to ship in August 2019.

CAT 28000\$49.99

SHADOWRUN RPG: SPRAWL OPS BOARD GAME

Shadowrun is one of gaming's most enduring settings, and it gets its first-ever full-on board game with *Shadowrun: Sprawl Ops*. Players will recruit a team of shadowrunners, send them on missions, use the money they earn to buy new gear, spells, and augmentations, and work every angle until they're ready to pull off the big score! Of course, other players are working to beat them to it, so there's plenty of competition and backstabbing to be the first to complete the final mission and win the game. Scheduled to ship in July 2019.

CAT 77700.....\$49.99



**BLOOM**

Flowers are power in this freshly-picked dice game! Roll the dice, choose a color, and then circle the number of matching flowers. Each roll offers a bouquet of possibilities: should you try to snag all of a certain color, or attempt to fill a mixed dozen instead? Choose wisely the dice you pass might score for your opponents! With a little luck and a lot of pluck, you'll be the blooming best! Scheduled to ship in April 2019.

GWI 1207D\$11.00

**HELLO MY NAME IS**

Meet this hilarious new party game that's full of personality! Can you name someone who's blonde, musical, and short? How about an athlete who's bearded and married? Play trait cards and then race to name someone real or fictional who fits the description. Use your creativity to win the most cards and hello... your name is champion! Scheduled to ship in April 2019.

GWI 1110D\$10.00

**PUNTO**

Get to the points! Flip your top card and add it to the grid - or cover an opponent's card showing lower points. Be the first to get four-in-a-row and end up on top! Scheduled to ship in May 2019.

GWI 255D\$8.00

**RAT-A-TAT ROLL**

Roll around the world with *Rat-a-Tat Cat!* The best-selling game returns with a fresh new spin - dice! Move around the board trying to collect low cards (cats) while avoiding high cards (rats). Choose one, two, or three dice, keeping re-roll tokens handy in case you miss your mark. All along, look out for peeks, swaps, and especially the chancy wild spots, where things could really get dicey! Get the lowest score and *Rat-a-Tat Catapult* to victory! Scheduled to ship in April 2019.

GWI 425\$18.00

**SUSHI ROLL**

Rice and dice! Roll with your favorite *Sushi Go!* characters in this dice version of the best-selling card game! Load up the conveyor belts with savory sushi dice then pick one and pass the rest! Earn points for winning combos like two tempura or a set of sashimi. Grab a menu to re-roll your dice or use chopsticks to swap with an opponent. And of course save room for pudding at the end! Pick up the most points and you're on a *Sushi Roll!* Scheduled to ship in April 2019.

GWI 426\$24.00

**WHOZIT**

Six unusual suspects, two debatable clues, one hilarious party game! Take turns secretly picking a character from the lineup, then tip off your teammates by rating how well a pair of clues applies to your choice. Would Darth Vader drive an expensive car? Could Lady Gaga make a great babysitter? You'll crack up as you crack the case, but your team can only win by eliminating all of the unlikely suspects and correctly guessing *Whozit?* Scheduled to ship in May 2019.

GWI 7120\$20.00

**CALL OF CTHULHU: BERLIN - THE WICKED CITY**

In the aftermath of the Great War, Berlin maintains a reputation for licentiousness. It is a city of both hedonism and business; its streets overflow with disabled veterans, prostitutes, destitute immigrants, and political agitators all rubbing shoulders with buttoned-down businessmen, scholars, and artists. The gutters run with the blood of political assassinations, where Communists and völkisch Nationalists clash with each other and the police. Into this bubbling stew, *Berlin The Wicked City* introduces the weird elements of the Cthulhu Mythos a hotbed of secret organizations, sinister cults, and half-whispered lore. Amid the wicked air of the world's capital of sin, the very nature of what it means to be human is questioned. Scheduled to ship in July 2019.

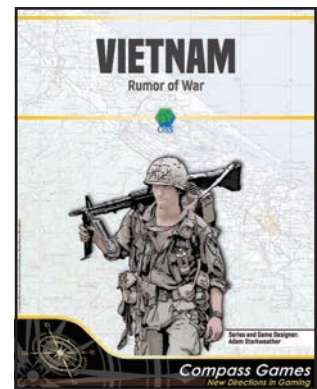
CHA 23161-H\$44.99

COMPASS GAMES

**HEARTS AND MINDS: VIETNAM 1965-1975**

Eight scenarios introduce players to U.S. involvement in Southeast Asia including a scenario after the US withdrew from Vietnam, a full campaign scenario as well as high solitaire capability. Players appreciate the ability to start in any year of the war they wish and fight to the end of any other year of the war. The game provides a comprehensive historical approach using mechanics that include guerrilla warfare, faction differentiation, political turmoil, and veteran advantages. Scheduled to ship in May 2019.

CPS 1076\$69.00

**VIETNAM: RUMOR OF WAR**

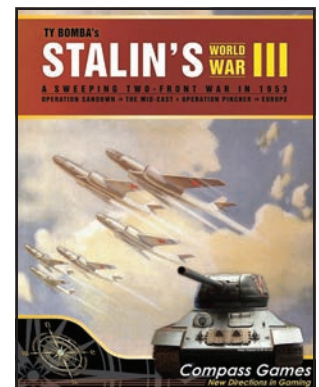
In 1965, the United States decided to intervene in the ongoing conflict in Vietnam. This moment shaped the United States more than any other in the 20th Century. From the battlefield to the home front, the United States faced one of the greatest challenges in its history. Using the Operational Scale System as seen in Korea: *Fire and Ice*, *OSS: Vietnam* will show the conflict in a playable yet historical manner. Scheduled to ship in April 2019.

CPS 1069\$89.00

STALIN: WORLD WAR III

Stalin's World War III is a two game package: Volume 1 Operation Pincher & The Soviet Offensive in Europe; Volume 2 Operation Sandown & The Soviet Offensive in the Mid-East. This is an alternative history monster-size wargame, designed by Ty Bomba, intended to investigate the strategic parameters that would've been in place during the first 10 weeks of operations had that dictator lived long enough to put in motion one of his many plans to start a global conflict in 1953. Scheduled to ship in April 2019.

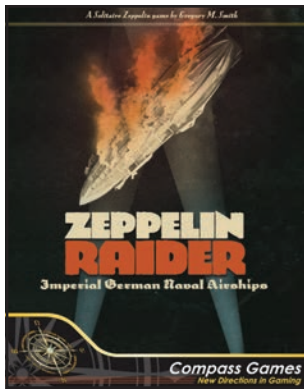
CPS 1064\$89.00





GAMES

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ZEPPELIN RAIDER: IMPERIAL GERMAN NAVAL AIRSHIPS

Zeppelin Raider: Imperial German Naval Airships is a solitaire, tactical level game placing you in command of one of several models of WWI Zeppelin dirigibles as part of the Imperial German Navy. Your mission is to destroy as much English war facilities as possible via bombing raids, or to conduct reconnaissance over the North Sea...and still survive and come home. Scheduled to ship in May 2019.
CPS 1080.....\$79.00

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ARISTEIA!



FULL METAL KOZMO

CVB CBARI30.....\$36.49

INFINITY



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CVB 280025-0773.....\$36.99



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CVB 280737-0771.....\$13.49



HAQQISLAM ZHAYEDANI INTERVENTION TROOPS

CVB 281402-0770.....\$36.99



PANOCEANIA PATSY GARNETT, ORC TROOPS VARUNA DIV. NCO (SUBMACHINE GUN)

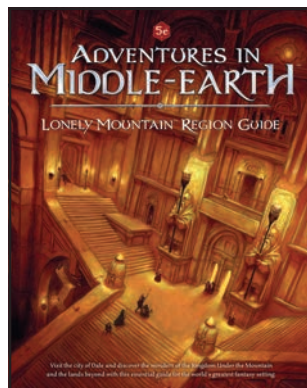
CVB 281209-0769.....\$14.49



YU JING ZHENCHA, ARMORED RECONNAISSANCE REGIMENT (HACKER)

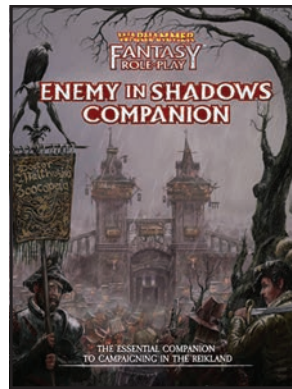
CVB 281307-0772.....\$17.99

CUBICLE 7



DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - LONELY MOUNTAIN REGION GUIDE

With Smaug the Dragon defeated and the Dwarves of Erebor returning to their ancient mansion, the land east of Mirkwood resounds once more with the din of hammer on anvil. Packed with new information on some of the best-known locales and characters described in *The Hobbit* this invaluable guide for players and Loremasters alike describes the Dwarf-hold of Erebor, the city of Dale, the surrounding regions and the many different activities to undertake there. Scheduled to ship in July 2019.
CB7 2311.....\$39.99

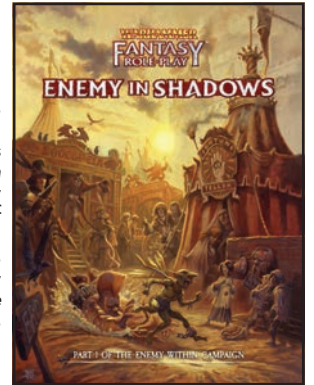


WARHAMMER FANTASY RPG: ENEMY IN SHADOWS COMPANION

The Enemy in Shadows Companion is the first of our 5-part series of companion volumes to the *Enemy Within* campaign. It contains a wealth of supplementary material to not only expand *Enemy in Shadows*, but also support any *Warhammer Fantasy RPG* games set in the Empire. Scheduled to ship in August 2019.
CB7 2407.....\$34.99

WARHAMMER FANTASY RPG: ENEMY IN SHADOWS ENEMY WITHIN CAMPAIGN DIRECTOR'S CUT VOL. 1

Welcome to the revised and updated Director's Cut of one of the most highly regarded roleplaying campaigns ever written! *Enemy in Shadows* presents the first part of the epic *Enemy Within* campaign, the sequence of *Warhammer Fantasy* Roleplay adventures that inspired a generation of gamers. So, gather your heroes as you take them from humble beginnings as penniless adventurers to the halls of the great and powerful, where every decision can change the fate of the Empire. *The Enemy Within* is the campaign all roleplayers should play at least once in their lives, making the *Enemy in Shadows* a must purchase for all gamers. Scheduled to ship in August 2019.
CB7 2406.....\$39.99



CZECH GAMES EDITIONS

SPOTLIGHT ON



CODENAMES: DUET XXL

Codenames: Duet XXL, the cooperative version of our popular word association game, brings an improvement over its smaller predecessor with more comfortable play. Scheduled to ship in May 2019.
CGE 00053.....\$39.95



SANCTUM

Sanctum is an epic adventure game for 2-4 players, inspired by classic hack-and-slash, monster slaying and loot grabbing video game RPG goodness, converted to a modern board game. As one of the heroes, you will embark upon a quest to rid the land of a demonic invasion, fighting your way through countless enemies and gearing up to face the Lord of Demons himself. The deceptively simple dice throwing mechanic turns out to be a tactical delicacy once you realize that equipping the correct gear is a crucial part of surviving in these hostile lands. Scheduled to ship in October 2019.
CGE 00054.....\$70.00

GTM

JUN 2019

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DAILY MAGIC GAMES



THIEVES DEN

In *Thieves Den*, set in the world of *10 Minute Heist: The Wizard's Tower*, the players are master thieves who send their hirelings out into the city to nab the choicest treasures, then sell those ill-gotten gains to the underworld fences to increase the master thief's reputation. Certain treasures can also be bartered to Alazar, the wizard, for special powers. Scheduled to ship in August 2019.

DMG THD001 \$50.00

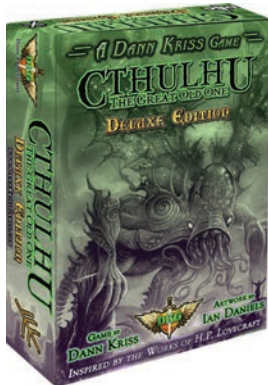
VILLAGES OF VALERIA: ARCHITECTS EXPANSION

Master Architects make their way to the King's Hall after hearing news that the King of Valeria is ready to establish a new Capital City. In *Villages of Valeria: Architects*, players will have the option to play with secret objectives (Architect cards) and have more flexibility in creating any resource they want with the Castle Grounds cards. Six new unique Buildings will add even more depth and strategy to your turns and new Adventurers will help you gain bonus points and actions based on those Buildings. Will these new powers and objectives help you build the next capital of Valeria?

DMG VOV020 \$15.00



DAN KRISS GAMES



CTHULHU: THE GREAT OLD ONE - DELUXE

A card game of set collection and cosmic horror based on the works of H.P. Lovecraft. Scheduled to ship in June 2019.

DAK 0001C \$24.99

DEEP WATER GAMES

FLOOR PLAN

In *Floor Plan* players take on the role of an Architect designing a house for a client. Each round, a pair of dice are rolled and then players will act simultaneously, using the dice to either draw a new room onto their floor plan or add crucial architectural and landscaping features. The game ends when any player has completed two tasks for the client. The player with the most points is the winner; the client likes their design best and they earn that lucrative commission! Scheduled to ship in August 2019.

DPW FLP100 \$19.95

FRANKLIN AND GHOST

Scheduled to ship in July 2019.

DPW FNG100 \$19.95

DEX PROTECTION



DEX CARRYING CASE

The ultimate way to store your most treasured collections. The *Dex Carrying Case* features shockproof rounded corners, a luxurious triple layered saffiano exterior, double reinforced carrying handle, and a red velvet interior. Also comes with a heavy-gauge tough zippered dice and token pouch. Modular design to fit most companies' deck boxes, and can hold two playmats. Scheduled to ship in May 2019.

BLACK

DEX DCC001 \$50.00

DARK BLUE

DEX DCC002 \$50.00

GREEN

DEX DCC003 \$50.00

RED

DEX DCC004 \$50.00

WHITE

DEX DCC005 \$50.00



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FANTASY FLIGHT GAMES

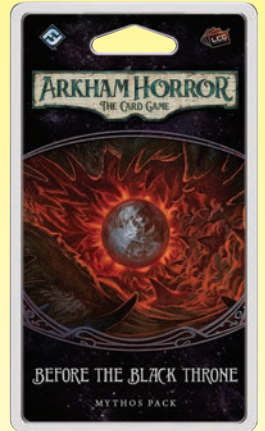


FEATURED ITEM

ARKHAM HORROR LCG: BEFORE THE BLACK THRONE MYTHOS PACK

Journey across the lonely expanse of space in *Before the Black Throne*, the sixth and final Mythos Pack in *The Circle Undone* cycle for *Arkham Horror: The Card Game*! Scheduled to ship in July 2019.

FFG AHC35 \$14.95



FEATURED ITEM



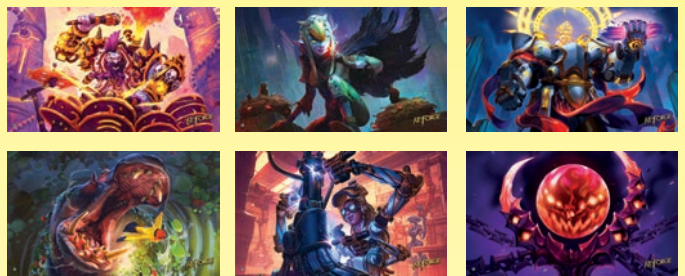
A GAME OF THRONES LCG: 2ND EDITION - BENEATH THE RED KEEP CHAPTER PACK

Your exploration of Kings Landing takes you to the heart of the city in *Beneath the Red Keep*, the fourth Chapter Pack in the *Kings Landing* cycle for *A Game of Thrones: The Card Game*! Scheduled to ship in July 2019.

FFG GT49 \$14.95



FEATURED ITEM



KEYFORGE: PLAYMATS

This 24x14 mat provides the perfect play surface to protect your cards from stains and spills, keeping the focus on your adventures in the Crucible. Scheduled to ship in July 2019.

DRUMMERAUT FFG KFS09 PI

FINDERS KEEPERS FFG KFS14 PI

GRIM RESOLVE FFG KFS13 PI

HYPNOPOTAMUS FFG KFS15 PI

IN THE LAB FFG KFS11 PI

MACHINATIONS OF DIS FFG KFS10 PI

SIR MARROWS FFG KFS17 PI

STIMRAGER FFG KFS16 PI

STORM CRAWLER FFG KFS12 PI



GAMES

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JUN 2019

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FEATURED ITEM

**LEGEND OF THE FIVE RINGS LCG: JUSTICE FOR SATSUME DYNASTY PACK**

Justice for Satsume continues the themes of the Inheritance cycle, placing an emphasis on Courtiers and Bushi, introducing two new disguised characters ideal for surprising your opponent, and two Clan Champions! Scheduled to ship in July 2019.

FFG L5C21 \$14.95



FEATURED ITEM

THE LORD OF THE RINGS: JOURNEYS IN MIDDLE-EARTH - VILLAINS OF ERIADOR FIGURE PACK

This figure pack contains three detailed, unpainted plastic figures that give the Gulgotar, Atarin, and Coalfang enemies from both the Bones of Arnor and Hunt for the Ember Crown campaigns an imposing presence on your tabletop. Scheduled to ship in July 2019.

FFG JME04..... \$14.95



FEATURED ITEM

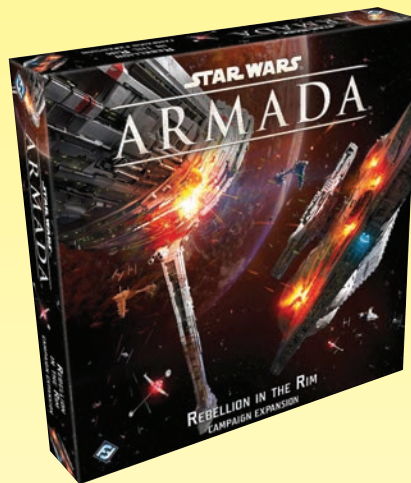
**THE LORD OF THE RINGS LCG: A SHADOW IN THE EAST DELUXE EXPANSION**

Journey to the dangerous lands that lay just beyond the reach of Mordor in the eighth deluxe expansion for *The Lord of the Rings: The Card Game*, *A Shadow in the East*! Scheduled to ship in July 2019.

FFG MEC77..... \$29.95



FEATURED ITEM

**STAR WARS ARMADA: REBELLION IN THE RIM CAMPAIGN EXPANSION**

Imperial and Rebel forces clash in the galaxy's most lawless regions, where the spark of rebellion has grown into a flame that threatens to destroy the Empire. Scheduled to ship in July 2019.

FFG SWM31 \$29.95



FEATURED ITEM

STAR WARS DESTINY: SPARK OF HOPE BOOSTER PACK DISPLAY (36)

Find your own path in Spark of Hope, a 160-card set of booster packs for *Star Wars: Destiny*! Spark of Hope continues the themes introduced in Convergence, with an emphasis on subtypes, downgrades, and new plots that change the way you construct your deck! Scheduled to ship in July 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD18-D \$107.64



FEATURED ITEM

**STAR WARS IMPERIAL ASSAULT: SKIRMISH MAP - ENDOR DEFENSE STATION**

The Endor Defense Station Skirmish Map is a 26 x 26 slip-resistant mat for use in your *Imperial Assault* skirmish games, making setup quick and allowing you to jump right into the action with a pre-constructed map. Scheduled to ship in July 2019.

FFG SWI62 PI



FEATURED ITEM

**STAR WARS: LEGION - BATTLE DROIDS UNIT EXPANSION**

The Republic's Clone Troopers may be bred for battle, but even the finest soldiers eventually break under the crushing weight of legions of B1 Battle Droids. Scheduled to ship in July 2019.

FFG SWL49 \$24.95



FEATURED ITEM

**STAR WARS: LEGION - IMPERIAL SHORETROOPERS UNIT EXPANSION**

Selected for rotational duty from exceptional Stormtrooper squads, Imperial Shoretroopers are trained not only in tropical environment operations, but also in entrenched warfare. Scheduled to ship in July 2019.

FFG SWL41 \$29.95



FEATURED ITEM

**STAR WARS: LEGION - CLONE WARS CORE SET**

This Core Set invites you to enter a completely new era of infantry battles in the Star Wars galaxy, pitting the overwhelming Separatist droid forces against the Republic's crack armies of clone troopers and Jedi Knights. Scheduled to ship in July 2019.

FFG SWL44 \$99.95



FEATURED ITEM

**STAR WARS: LEGION - PHASE I CLONE TROOPERS UNIT EXPANSION**

Genetically crafted for battle and outfitted with state-of-the-art equipment, Clone Troopers charge into battle on countless worlds to do the job they were made for: defeat the Separatist Alliance and restore order to the galaxy. Scheduled to ship in July 2019.

FFG SWL47 \$24.95



FEATURED ITEM

**STAR WARS: LEGION - DEWBACK RIDER UNIT EXPANSION**

The Empire often uses local creatures for its patrols, and in desert environments, Imperial troopers rely on dewbacks, mighty reptilian creatures that can survive extreme temperatures. Scheduled to ship in July 2019.

FFG SWL42 \$24.95



FEATURED ITEM

**STAR WARS: LEGION - UPGRADE CARD PACK**

Bringing together sixty neutral upgrade cards originally found in expansions through the Clone Wars Core Set, this pack gives you access to a wide range of upgrades no matter what faction you play. Scheduled to ship in July 2019.

FFG SWL51 \$9.95



FEATURED ITEM



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STAR WARS: OUTER RIM - GAME MAT

Organize your games of *Outer Rim* with this 26" x 36" rubber slip-resistant game mat, the perfect companion to the game of mercenaries, bounty hunters and smugglers for one to four players! Scheduled to ship in July 2019.

FFG SW05PI



FEATURED ITEM

**STAR WARS RPG: ADVERSARY DECK - REPUBLIC AND SEPARATIST II**

Featuring 20 NPCs from the *Collapse of the Republic* sourcebook, this adversary deck keeps your campaign at your fingertips! Scheduled to ship in July 2019.

FFG USWR16PI



FEATURED ITEM



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STAR WARS X-WING: 2ND EDITION - BTL-B Y-WING EXPANSION PACK

Designed with an armored hull for extra durability and a bubble turret to keep enemies at bay, the Republics BTL-B Y-wing can run escort missions or lead an attack. Scheduled to ship in July 2019.

FFG SWZ48 \$19.95



FEATURED ITEM



© & ™ Lucasfilm Ltd.

STAR WARS X-WING: 2ND EDITION - GHOST EXPANSION PACK

The durable VCX-100 light freighter and nimble Sheathipede-class shuttle can fight as a docked pair or split up to attack from multiple angles. When helmed by heroes like Hera Syndulla, Kanan Jarrus, and Ezra Bridger, these ships can be some of the greatest assets of the Rebellion. Scheduled to ship in July 2019.

FFG SWZ49 \$49.95



FEATURED ITEM



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STAR WARS X-WING: 2ND EDITION - INQUISITORS' TIE EXPANSION PACK

An experimental craft reserved for elite agents of the Empire such as the dreaded Inquisitors, the TIE Advanced v1 has numerous cutting-edge features that skilled pilots can leverage to deadly effect. Scheduled to ship in July 2019.

FFG SWZ50 \$19.95



FEATURED ITEM



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STAR WARS X-WING: 2ND EDITION - M3-A INTERCEPTOR EXPANSION PACK

In the *Outer Rim*, justice is often decided through superior firepower. The M3-A Interceptor is a light, maneuverable craft favored by cartels and syndicates, thanks to the modular hardpoint that lets it equip destructive torpedoes, powerful cannons, and other weapons to threaten much larger vessels. Scheduled to ship in July 2019.

FFG SWZ52 \$19.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - NANTEX-CLASS STARFIGHTER EXPANSION PACK

Dancing nimbly on invisible threads, the Nantex-class starfighter utilizes an advanced tractor array to perform impossible maneuvers and guide its turret-mounted laser cannon with exceptional precision. Scheduled to ship in July 2019. FFG SWZ47 \$19.95



FEATURED ITEM



STAR WARS X-WING: 2ND EDITION - PUNISHING ONE EXPANSION PACK

The JumpMaster 5000 is the chosen vessel of Dengar, a vengeful bounty hunter feared across the galaxy. With a nimble turret and potent engines that give it an unpredictable flight pattern, Dengar's Punishing One can keep pace with even the most desperate fugitives. Scheduled to ship in July 2019. FFG SWZ51 \$29.95

FIRESIDE GAMES

SPOTLIGHT ON



CASTLE PANIC BIG BOX

To celebrate the 10-year anniversary of Castle Panic, we are proud to announce the Big Box! For the first time ever, fans can get the base game and all 3 expansions together, plus 7 promo cards and 5 promo towers! All in a collectible box with an organizer insert. This limited edition big box is the perfect way to introduce new players to the world of Castle Panic. Scheduled to ship in July 2019. FSD 1014..... \$89.95



New! Galaxy Mats



Oberon - Galaxy Mat

King of the fairies, Oberon is consort to Titania. These dueling lovers were forever immortalized in "A Midsummer Night's Dream" where their mischievous battles ensnared innocent lovers and won the hearts of millions. Now bring the moons named after these immortal lovers home to your tabletop! Galaxy Mats provide the ultimate personalized space for work, play or craft. Look for more Galaxy Mats and get the complete set!

Available in size 14x24 in | MSRP \$17



Titania - Galaxy Mat

Queen of the fairies, daughter of Titans. A quarrel over a changeling boy led to chaos that ensnared innocent forest lovers in "A Midsummer Night's Dream". Now bring the moons named after these immortal lovers home to your tabletop! Galaxy Mats provide the ultimate personalized space for work, play or craft. Look for more Galaxy Mats and get the complete set!

Available in size 14x24 in | MSRP \$17



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FLOODGATE GAMES

**SAGRADA: PASSION**

Named after the Sagrada-Familia facades, *Sagrada: The Great Facades* is a series of expansions to be released in three parts: *Passion*, *Life*, and *Glory*. Each part of the expansion contains modules of content that players can add individually or together to their games of *Sagrada*. *Sagrada: Passion* introduces inspiration cards, rare glass dice and cards, rare glass private objectives, and symmetry public objectives. Scheduled to ship in August 2019.

FGG SA03\$19.95

FLYING FROG PRODUCTIONS

**SHADOWS OF BRIMSTONE
THE ANCIENT ONE XXL DELUXE
ENEMY PACK**

Scheduled to ship in August 2019.

FFP 07DE08\$44.95

**FORBIDDEN FORTRESS
FLESH MITES ENEMY PACK**

Scheduled to ship in August 2019.

FFP 07E15\$19.95

**FORBIDDEN FORTRESS
JOROGUMO SPIDER QUEEN
XL ENEMY PACK**

Scheduled to ship in July 2019.

FFP 07E14\$34.95

**FORBIDDEN FORTRESS SHADOW
CLAN NINJA DELUXE ENEMY PACK**

Scheduled to ship in July 2019.

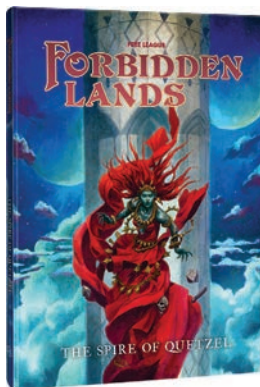
FFP 07DE07\$39.95

FREE LEAGUE PUBLISHING

**CORIOLIS RPG: SCENARIO
COMPENDIUM**

The Third Horizon is filled with strange worlds and wondrous stories, and this scenario compendium lets the PCs become part of those tales. Within its 48 pages are three short adventures and a scenario location, each one inviting the players to visit a far-flung place, from the forest moon Arzachel to the sweltering hot streets of Mehrabi, the petroleum capital of Lubau. Scheduled to ship in August 2019.

FLF COR001\$19.99

**FORBIDDEN LANDS RPG:
QUETZELS SPIRE SCENARIO
COMPENDIUM**

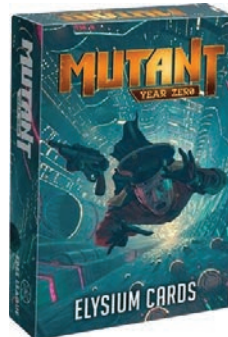
This volume collects four adventure sites for the *Forbidden Lands* RPG, written by some of the best writers in the field today. Within these pages you will encounter a dreaming Demon-Queen, a prison of strange beasts who call themselves a family, a coven of witches who don't get along, and the weird graveyard of the last thunder lizard to walk this land. The *Forbidden Lands* are more dangerous than ever – only the most foolhardy and resilient adventurers will live to tell the tales of these adventures. Scheduled to ship in July 2019.

FLF MUH051558\$23.99

**MUTANT: YEAR
ZERO RPG - ELYSIUM**

When humanity falls, four powerful industrial and financial dynasties form a covenant called Elysium. They build the enclave named Elysium I, designed to weather the long atomic winter. Now, Elysium I is a gilded prison, a lonely outpost in a sea of quiet destruction. A force of Judicators has been established to preserve law and order in the enclave. You are one of these judicators. When humanity sets foot on the surface again, it shall be your House that leads the way into the new dawn. *Mutant: Elysium* is the third major expansion to the award-winning *Mutant: Year Zero* roleplaying game. This game tells the origin story of the enclave humans, seeing themselves as the last torchbearers of human civilization. Scheduled to ship in August 2019.

FLF MUT003\$49.99

**MUTANT: YEAR ZERO RPG -
ELYSIUM DECK**

This deck contains 60 high quality playing cards for use with the *Mutant: Elysium* roleplaying game by Free League Publishing. Scheduled to ship in August 2019.

FLF MUT002\$16.99

**MUTANT: YEAR ZERO RPG -
ELYSIUM MAP**

A large full-color map of the underground enclave Elysium I, for the *Mutant: Elysium* RPG. Format 39.5cm x 55.8cm. Scheduled to ship in August 2019.

FLF MUT004\$14.99

GALE FORCE NINE



PENDING LICENSOR APPROVAL

DUNE BOARD GAME

The *Dune Board Game* from Gale Force Nine is an updated reprint of the classic Avalon Hill game. Set thousands of years in the future, the *Dune Board Game* is based on Frank Herbert's novels about an arid planet at the heart of a human space empire's political machinations. Scheduled to ship in August 2019.

GF9 DUNE01\$50.00

SPOTLIGHT ON

**DUNGEONS & DRAGONS
RPG: MONSTER CARDS -
MORDENKAIEN'S TOME
OF FOES (109 CARDS)**

Featuring the 109 enemies from *Mordenkainen's Tome of Foes*, this set expands on the previous Monster Cards, including all the creatures from *Mordenkainen's Tome of Foes* with a Challenge Rating 1-16. Scheduled to ship in September 2019.

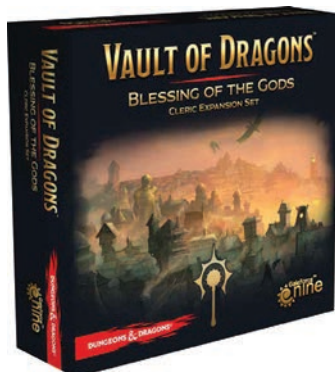
GF9 C7228000\$25.00

SPOTLIGHT ON

**DUNGEONS & DRAGONS RPG:
MONSTER CARDS -
VOLO'S GUIDE TO
MONSTERS (81 CARDS)**

Consisting of 81 cards from *Volo's Guide to Monsters*, this set expands on the previous Monster Cards, including all the creatures from *Volo's Guide to Monsters*, with a Challenge Rating 1-16. Scheduled to ship in September 2019.

GF9 C7227000\$20.00



DUNGEONS & DRAGONS: VAULT OF DRAGONS BOARD GAME - BLESSING OF THE GODS CLERIC EXPANSION SET

This expansion adds Clerics, Blessing Tokens, and five new Dungeon/Location tiles to your game of *Vault of Dragons*. Scheduled to ship in July 2019.

GF9 74005\$20.00



DUNGEONS & DRAGONS RPG: OF SHIPS AND THE SEA DM SCREEN

This screen is the perfect accessory for running adventures on the high seas, such as those found in *Ghosts of the Saltmarsh*. On the back you will find a variety of references to help you in the running of your sea escapades, such as random ships and seafaring hazards. Scheduled to ship in June 2019.

GF9 73711\$14.99



DUNGEONS & DRAGONS RPG: SWORD COAST ADVENTURER'S GUIDE FAERUN MAP

GF9's Official *Dungeons & Dragons* Sword Coast Adventurers Guide Faerun Map has a high-quality vinyl surface, ideal for tracking the progress of your adventures during the campaign. Scheduled to ship in June 2019.

GF9 72791PI

GATE KEEPER GAMES



HALFSIES DICE - DWARF (7 POLYHEDRAL DICE SET)

Scheduled to ship in June 2019.

GKG 569\$11.95

GEEKON



DICE CASE / DICE TRAY

Our custom dice case fits up to 30 dice, with padded, waffle-style EVA foam. Features a detachable dice tray to keep your game piece and game play interruption free!

GREY

GKO DCASE-GRAY\$20.00

RED

GKO DCASE-RED\$20.00



ELASTIC BOX BANDS

Our patent-pending *Elastic Box Bands* stretch out across the board game box and conform to its shape, keeping it tight and secure. Pieces inside won't move and won't unexpectedly separate! Each set comes with 5"x8" straps and 5"x11" straps.

GKO BANDS\$30.00



PLAYMAT DRYBAG OF DOOM

An adjustable dry bag to provide waterproof protection for your playmat which is adjustable up to 36in tall.

GKO DRYBAG\$25.00



QUAD-MOD GAMING MODULE

Organizes your tokens, coins, pieces, cards & miniatures with a quad-fold, zippered module with 16 velcro pockets and matching 16 mesh pockets.

GKO QUADMOD\$40.00



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At GeekOn! we believe that your board games deserve the absolute best! With too many features to list here, the *Ultimate Boardgame Backpack* has EVERYTHING to take you to boardgame night and beyond! Available in 4 awesome colors.

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GKO UBB-BLK\$200.00

BLUE

GKO UBB-BLU\$200.00

GREY

GKO UBB-GRAY\$200.00

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GKO UBB-PRPL\$200.00

GLOBAL GAMES

CORE CONNECTION: RISE OF ATLANTIS

Core Connection is a deck-building card game for 2-4 players where you take on the role of a pilot of a Resonant, a giant mecha, fighting to free society from the tyrannical reign of its oppressors! Pilot your Resonant with unique tactics and upgrade it with enhancements to defeat the army of Atlantis! *Rise of Atlantis* is the base *Core Connection* game and comes with everything needed to start playing! Scheduled to ship in September 2019.

GGD JPG132PI



GOODMAN GAMES

DUNGEON CRAWL CLASSICS: #99 THE STAR WOUND OF ABADDON

A level 3 adventure. For time uncounted the *Star Wound of Abaddon* lay dreaming in a dark corner of the world, a grim testament to things terrible and best left forgotten. But now something calls from its insufferable emptiness, promising paradise to all who enter. Men and women from across the realm renounce their gods and make great pilgrimages into its cadaverous wastes despite that all who enter never return. Are there any who can stem the tide of innocent souls lost beyond its hoary gate? A band of brave adventurers set off in search of answers, but will they find only death instead? Scheduled to ship in June 2019.

GMG 5100\$9.99

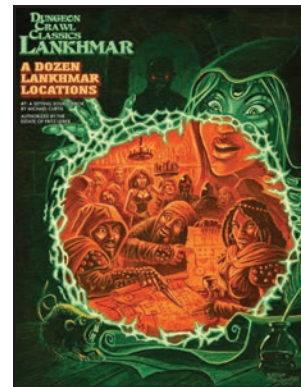


**DUNGEON CRAWL CLASSICS:
ANNUAL (DCC COMPILATION)**

There are magic swords. There are patrons. There are even more tables for making monsters unique. There are rules for making cleric deities more distinctive. There are rules for patron weapons and magic rings. There is the lost continent of Mu, and the hidden places between worlds. And there are rules for magical moustaches. You absolutely do not need the DCC Annual to play DCC RPG, nor does any material in the Annual supersede or otherwise change the baseline game experience as expressed in the core rulebook. There is no rules bloat: only new vistas of imagination. Scheduled to ship in July 2019.
GMG 5071 \$49.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #4 - VIOLENCE
FOR VOTISHAL**

A level 4 adventure set in Lankhmar! Votishal the Silent is on the rise! Ascending from antiquity, the religion threatens to dominate Lankhmar's Street of the Gods. Alas, something is killing the clergy! Desperately offering a fortune in reward, they've abandoned their temple. But it is by no means vacant. Intrepid souls must face nickers, alley-bashers, and magical guardians, while avoiding sinister traps to uncover the building's secrets. Even the sewers have something to hide. Only keen minds and blades can stop the violence for Votishal! Scheduled to ship in August 2019.
GMG 5214 \$9.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #7 - A DOZEN
LANKHMAR LOCATIONS**

Travel the fog-shrouded streets of Lankhmar and visit some of its most infamous sites! From the home of Muulsh the Moneylender to the Silver Eel to the winding passages of Thieves House, this book provides the judge with a detailed look at a dozen interesting locales inside the City of the Black Toga. Suitable for planning adventures or when the players take an unexpected turn, A Dozen Lankhmar Locations provides information and maps to aid any judge running a city-based adventure in the City of Seven-Score Thousand Smokes or other fantasy metropolis. Scheduled to ship in August 2019.
GMG 5217 \$9.99

**DUNGEON CRAWL CLASSICS: ANNUAL
FOIL EDITION (DCC COMPILATION)**

Special Foil Edition! There are magic swords. There are patrons. There are even more tables for making monsters unique. There are rules for making cleric deities more distinctive. There are rules for patron weapons and magic rings. There is the lost continent of Mu, and the hidden places between worlds. And there are rules for magical moustaches. You absolutely do not need the DCC Annual to play DCC RPG, nor does any material in the Annual supersede or otherwise change the baseline game experience as expressed in the core rulebook. There is no rules bloat: only new vistas of imagination. Scheduled to ship in July 2019.

GMG 5071F \$59.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #1 - GANG LORDS
OF LANKHMAR**

A level 1 adventure set in Lankhmar! The City of the Black Toga: home to hundreds of back alley courts, rotting tenements, and an endless number of gangs, whose fortunes rise and fall as surely as the tides of the Inner Sea. Each gang vies against the others, pitting beggar against bravo, slayer against thug, and gang lord against gang lord. Scheduled to ship in August 2019.

GMG 5211 \$9.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #2 - THE FENCE'S
FORTUITOUS FOLLY**

A level 2 adventure set in Lankhmar! Follow those hands! Rooga the Fence has a weakness for the strange and bizarre. When a curious pair of silver-plated skeletal hands animates and escape the shop, where will they lead? Legend claims they will reveal the way to buried treasure. Will the PCs follow? Scheduled to ship in August 2019.

GMG 5212 \$9.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #5 - BLASPHEMY &
LARCENY IN LANKHMAR**

A level 5 adventure set in Lankhmar! A member of your gang awakens in an alleyway with foggy memories of a deal made, a job taken, a partner slain, and a heist planned. They struggle to remember the details, but you all agree that breaking into an abandoned temple should be a simple matter in and out. Yet the heist is on a collision course with something sinister. Scheduled to ship in August 2019.

GMG 5215 \$9.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #8 - THE LAND
OF EIGHT CITIES**

North of Lankhmar lies the Land of the Eight Cities, a young realm lying in the shadows of the Great Forest and rich in natural resources. This barely-tamed wilderness is rife with opportunities for adventure and riches, but also contains hitherto-unknown dangers. Nevertheless, for adventurers whose worn out their welcome in Lankhmar, the Forest Land is a welcoming place to escape their enemies in the City of the Black Toga. Scheduled to ship in August 2019.

GMG 5218 \$9.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #3 - ACTING
UP IN LANKHMAR**

A level 3 adventure set in Lankhmar! A corrupt Duke of Lankhmar's foibles paraded before the masses for their entertainment puts an acting troupe in trouble. Threatened by the insulted Duke and his private guard, the performers need assistance to make it through their final performance of The Fiascos of Duke Hogfat. With nobody else to turn to, the troupe hires the PCs as their evenings protectors. Will the play end in a standing ovation or will the Duke and his thugs bring down the house on the troupe and their defenders? Scheduled to ship in August 2019.

GMG 5213 \$9.99

**DUNGEON CRAWL CLASSICS:
LANKHMAR #6 - CHEATING DEATH**

A level 1 adventure set in Lankhmar! Death has come to Lankhmar! It begins as a minor stirring of strange, dangerous coincidences. A ladder falls. A fire erupts. An onlooker plummets from a rooftop, skull cracking on the chiseled stone below. As conspiracies loom and rumors abound, your band of adventurers must survive the hostile streets of the city and discover the secret that will keep you from Death's cold reach. Scheduled to ship in August 2019.

GMG 5216 \$9.99



DUNGEON CRAWL CLASSICS: LANKHMAR BOXED SET

Inside, you'll find new spells, monsters, magical items, patrons, and rules to make your DCC RPG campaign more like Leiber's exiting stories including the popular Fleeting Luck mechanic. This set also includes a detailed look at Lankhmar and provides the judge with an assortment of descriptions, tables, and adventure ideas to get their DCC Lankhmar campaign up and running with a minimum of effort, including the adventure No Small Crimes in Lankhmar and a beautiful city map. A copy of the *Dungeon Crawl Classics* rulebook is required to use this boxed set. Scheduled to ship in August 2019.

GMG 5219\$59.99

DUNGEON CRAWL CLASSICS: LANKHMAR MAP (OVERSIZED CLOTH MAP)

Enter the thrilling world of Fritz Leiber's Nehwon, home to the legendary city of Lankhmar and the infamous heroes Fatbird and the Gray Mouser! This limited-edition release includes two gigantic 33x17 maps of Lankhmar! Each map features the amazing art of Doug Kovacs, who individually hand-painted more than 1,000 buildings to create this amazing map. The maps are rolled in a tube so they have no creases. One is printed on paper poster stock, and one is printed on sturdy paper-backed cloth. Use one at the tabletop and frame the other! Scheduled to ship in August 2019.

GMG 5220\$39.99



RPG TREASURE CHEST

Goodman Games has a great offer for RPG fans! This limited-time *RPG Treasure Chest* contains at least 10 different adventure modules and sourcebooks from Goodman Games, at the amazing price of only \$50! You'll save more than 50% on the original price! The contents will be a mix of our *Dungeon Crawl Classics*, *Fifth Edition Fantasy*, *Age of Chulhu*, *Judges Guild*,

Metamorphosis Alpha, and other product lines! But act fast! This *Treasure Chest* is only available for a limited time. When its gone, its gone! Scheduled to ship in June 2019.

GMG TC7\$50.00



GREY FOX GAMES



REAVERS OF MIDGARD

In *Reavers of Midgard*, you'll be looking to gain glory by raiding nearby villages for their riches, sacking well-fortified castles and battling both man and monster on the open seas. *Reavers* can be used in three different ways. They can be made your ship's leader, earning you a one-time bonus and enabling your warriors to be more versatile in combat. They can also be used to rally more warriors to your cause, filling your ship to the brim with the right fighters for the right situations. Finally, they can also be used to help your crew specialize, earning you a bonus every time your crew sails into battle. Whoever can earn the most glory after six rounds, will be the winner!

GFG 96730.....\$69.99

JUNE 12-16



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IDW
GAMESNEW
RELEASE**MEN IN BLACK: UNDERCOVER**

- Recruit various aliens to your faction's cause by playing influence cards.
- Target unique aliens to gain advantages over other players in your own faction.
- Uncover your opponents' faction affiliations while hiding your own.

JUNE RELEASE!

IDW 01744.....\$19.99

DESIGNER: JAY CORMIER & SEN-FOONG LIM
ARTIST: DAN SCHOENINGPRE-ORDER
TODAY**BATMAN THE ANIMATED SERIES:
ROGUES GALLERY**

- Roll dice to go on crime sprees, collecting cash and avoiding capture.
- Purchase various gear and accomplice cards on the black market.
- Push your luck at the right moment to attract and defeat Batman.

JULY RELEASE!

IDW 01658.....\$34.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA,
MARCELO FERREIRA & TABLETAFFYMINIS
GAMES**NICKELODEON'S SPLAT ATTACK!**

- Mix and match characters from different shows to create your dream team.
- Move around the cafeteria, collecting and flinging food cards at opposing characters.
- Stay alive by cleverly placing tokens in the inventive puzzle-like damage system.
- Includes 16 unique miniatures.

AVAILABLE NOW!

IDW 01480.....\$59.99

DESIGNER: JONATHAN YING
ARTIST: TROY LITTLE & DAVID GARCIA CRUZ**BATMAN THE ANIMATED SERIES:
GOTHAM CITY UNDER SIEGE**

- Patrol the city streets or prepare to attack from the rooftops of the 3D city.
- Play cards and spend dice to use heroic combat abilities or solve mysteries.
- Defeat deadly story cards, clear the streets of henchman, and defeat the villainous bosses!
- Features 5 highly detailed miniatures

AVAILABLE NOW!

IDW 01537.....\$49.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUILGLIANO
ARTIST: MATT FERGUSON & TABLETAFFY

PRE-ORDER
TODAY



DRAGON BALL SUPER: TOURNAMENT OF DESTROYERS

- Roll dice to go on crime sprees, collecting cash and avoiding capture.
- Replace cards in your deck to improve your abilities and learn new moves.
- Knock your opponent out of the ring with powerful card attacks and clever combos.
- Includes 2 large, fully painted, combat ready miniatures.

AUGUST RELEASE!



IDW 01654.....\$29.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: TOEI ANIMATION

THE LEGEND OF KORRA: PRO-BENDING ARENA

- A card drafting strategy game based on the popular animated series.
- Game design from Sen-Foong Lim (Junk Art) and Jesse Wright (Pocket Adventure).
- Features 6 highly detailed miniatures.

AVAILABLE NOW!



IDW 01327.....\$49.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT
ARTIST: TONY VARGAS

DEATH NOTE: CONFRONTATION

- Track or cover up the killer's movements on your own hidden grid.
- Outguess your opponent in high-risk, high-reward bluffing rounds.
- Use deduction and clever feints to pinpoint the killer's location.

AVAILABLE NOW!



IDW 01423.....\$29.99

DESIGNER: JORDAN GODDARD & MANDY GODDARD

BATMAN THE ANIMATED SERIES: GOTHAM CITY UNDER SIEGE - MASTERMINDS & MAYHEM

- The first expansion to the award-winning-game featuring custom artwork.
- All new Mastermind cards, including *The Joker*, *Two-Face*, and *The Riddler*.
- Additional ability cards plus new villains on the rooftops and Act Leader mechanics.

OCTOBER RELEASE!



IDW 01808.....\$14.99

DESIGNER: RICHARD LAUNIUS & MICHAEL GUIGLIANO
ARTIST: JACK LAWRENCE & TABLETAFFY

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HABA USA



AIR BEARS

The bears are going on vacation! Players will help all three of their bears reach their final island destination. The first player to get all their bears safely to their vacation islands wins. Scheduled to ship in June 2019.

HAB 304899\$14.99



FLOATY FIGHT

It's time for some summer fun at the pool. Players compete to splash all their opponents floaties before the same happens to them. 2 players Ages 5+ 10 minute play time. Scheduled to ship in June 2019.

HAB 304900\$14.99



LITTLE TOWN

In this highly tactical and interactive game, create the best combos to build the most effective and attractive piece of land and secure your victory! When a new land full of resources is discovered, the air in the village is full of competition: the new architects will have four days to build the most functional buildings in the new city! To reach your goals, it will be crucial to decide which placement is the best for each worker and each building, to make the best out of the natural resources provided by the various areas. Scheduled to ship in July 2019.

IEL 51611\$29.99



WHAT? WHAT!

Study the image on the back of the card and answer the questions being asked quicker than everyone else. Watch out! Often you'll have to give wrong answers, and that's a lot more difficult than you'd think!!

IEL CPFPN01-EN\$12.99

UNICORN GLITTERLUCK CLOUD STACKING

The five unicorns in Unicorn Glitterluck: Cloud Stacking are often visited by friends in their cloud castle, and because they don't have enough space there anymore, they have to build onto the castle. The players work together, with great finesse, in stacking the unicorns and clouds. If players can skillfully stack as well as collect all ten cloud crystals, then they all win together. Scheduled to ship in June 2019.

HAB 304925\$21.99



INDIE BOARDS & CARDS



DOCTOR! DOCTOR!

Your patient is waiting and the other doctors aren't sure of your surgical skill. Show them who has the steadiest hand in the O.R. by completing more procedures than your competitors in this fast-paced, nerve-fraying dexterity game of concentration and operation. Scheduled to ship in August 2019.

IBC DOC01\$19.99



FLASH POINT FIRE RESCUE: TRAGIC EVENTS EXPANSION

Included in this expansion are three new specialists, with unique figures for each: Fire Prevention Specialist, Strategist, and Suppression Specialist. Also included are the Fire & Events decks, a new mechanic that makes games more intense and unique. And then when you least expect it, the Fire deck causes Events - new and different twists added to your firefighting experience. Scheduled to ship in July 2019.

IBC FPTE01\$24.99



SOS DINO

Use all your teamplayer skills to save the cute little dinos from the lava and the meteorites! Will you move them forward in the right directions to join the top of the mountains soon enough? Good luck!

IEL 51474\$29.99



SCUTTLE!

A fast-playing card game for pirates of all ages. Each turn, either draw a card or play a card, as either treasure or as an action. When a player has 21 points of treasure or more in front of them, they win! Scheduled to ship in August 2019.

JBG 556001\$14.95

IELLO



FARMINI

It's springtime and time to take care of your farm! Choose the best cards to build a pen around your farm and protect your herd. Watch out for the wolf - it could appear at any time! Will you be the one with the most Animals and Cornfields at the end?

IEL 51476\$11.99



TROLL AND DRAGON

Adventurers, brave the troll and the dragon to bring the biggest treasure to your King! But beware - the heavier your bag becomes, the more likely you are to wake the dragon and risk losing everything! Will you escape in time?

IEL 51475\$19.99



CONTROL 2ND EDITION

Players are time travelers who've been caught in a rupture in spacetime and displaced outside time. Each player must use Fuel Cells (the cards) to refuel their own time machine while preventing other players from refueling first. Scheduled to ship in July 2019.

KYM 0103\$12.99

SPOTLIGHT ON

**YU-GI-OH! TCG: 2019 GOLD SARCOPHAGUS TIN CASE (12)**

Each tin will come with 5 Prismatic Secret Rare variant cards and 3 Mega-Packs of a specially crafted set featuring popular cards released in 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84424\$239.88

**YU-GI-OH! TCG: BATTLES OF LEGEND - HERO'S REVENGE BOOSTER DISPLAY (24)**

This 93-card, all-foil booster set is packed with never-before-released cards from previous Yu-Gi-Oh! anime and manga series coming to the Yu-Gi-Oh! Trading Card Game for the first time, new Link Monsters, high-powered tournament mainstays, and more! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84451\$95.76

SPOTLIGHT ON

**YU-GI-OH! TCG: RISING RAMPAGE BOOSTER DISPLAY (24)**

The winds of change are blowing in Rising Rampage, the first 100-card booster set of the 2019-2020 Dueling season! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84357\$95.76

KTBG

FOODFIGHTERS

Late at night, your kitchen comes alive in a food-flinging fight to rule the tabletop! Meat march into battle against the Veggies and food flies as the factions clash! Who will emerge as the top banana, the big cheese, the cream of the crop, the burger king?! That all depends on YOU! Command your fighting Food Factions to reign supreme in the kitchen in Foodfighters! Scheduled to ship in July 2019.

KTG 1001\$21.00

FOODFIGHTERS: SALTY EXPANSION FACTION

The Salty faction brings new fighters to the table with irresistible artwork and unique powers. Scheduled to ship in August 2019.
KTG 1006\$6.50

FOODFIGHTERS: SWEETS EXPANSION FACTION

Meet the Problem Picnic Faction! They've survived the attack of the ants and are ready to mix it up in the Foodfighters kitchen! Scheduled to ship in July 2019.
KTG 1005\$6.50



FEATURED ITEM

**BÄRENPAK: THE BAD NEWS BEARS EXPANSION**

After the successful start of your bear park, the city demands that you create an even more interesting layout for your customers. In order to do so, you get the permission to settle Grizzly Bears, because everybody was impressed by your Animal Welfare and Species-Appropriate Housing-project. Scheduled to ship in July 2019.

LKG LK0108\$29.99

LUMA IMPORTS

**COLOR ADDICT**

Perfect for family game nights, lunchtime with colleagues, school breaks and parties! Get rid of all your cards as quickly as possible by playing the right color and/or the right word.

LUM SHU4117\$14.99

**COLORS OF PARIS**

LUM TBA2PI

**DICIUM**

Dicum invites you on four very different adventures through a central game mechanism of dice combinations. The 'Dicium dice' are at the heart of the game: eleven identical dice. Each side presents two aspects: a number and a color. On your turn, you combine the results of your rolled dice to perform up to two actions. The two aspects on each side of a die offer a large choice of number and color combinations. While all four games follow the same general rules and last 30-60 minutes, each one is set in a specific universe and offers a distinct play style.

LUM DIO1\$49.99

**DRAFTOSAURUS**

This family drafting game will force you to make difficult choices like Triceratops or Diplodocus? Pick a dinosaur meeple from your hand, place it strategically in a zone on your board so it brings you the most points at the end of the game, and pass the remaining dinosaurs in your hand to your neighbor!

LUM ANK200\$24.99

**GAIA**

It's the beginning of time and nothing exists. Endowed with powers beyond imagination, you start creating and populating the universe... Will you be the one to make the land prosper and become the grand Creator of Gaia? Put tiles on the table and create the world. Instill some life into it. Build cities and try to satisfy their needs. Put your people on them. Be the first to put all your people on Gaia to win!

LUM TIKIGIA03 \$26.99

**MISSISSIPPI QUEEN**

In *Mississippi Queen*, players race their paddle wheelers down the Mississippi, picking up passengers along the way. But onboard coal supplies are limited, so each ship's acceleration and maneuvers must be carefully planned.

LUM TBA1 PI

SPOTLIGHT ON**MONSTER SLAUGHTER**

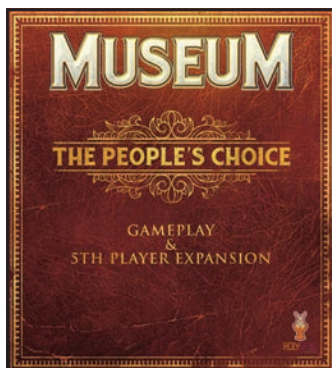
Flip the script on 1980's horror movies and enjoy an immersive gaming experience by moving miniatures and breaking down doors! Players play monsters and predict the order in which students will die. Then, all that's left is to hunt the students down and try to make their predictions come true!

LUM ANK162 \$89.99

**MUSEUM**

Set in the 1900's, the game is all about the golden age of museums, when worldwide travel was becoming a reality and demand for exotic displays of objects from faraway lands was high. *Museum* is a set collection game where you play as a curator seeking to gain fame and fortune by amassing the most impressive and extensive displays for your galleries.

LUM HGGMM02R01 \$59.99

**MUSEUM: PEOPLE'S CHOICE EXPANSION**

What would a *Museum* be without the people that visit it? How would all these treasures shine if not through the eyes of all those that behold them? In this expansion, you and your friends can battle it out for public acclaim as well as adding a 5th player to your games of *Museum*!

LUM HGGMM02R02 \$24.99

**MUSEUM: THE ARCHEOLOGIST EXPANSION**

The expansion adds an extra step to the game: in order to exhibit precious artifacts in their Museums, our Curators will now need to send their agents out into the world to bring them back first. Players will have to choose which Continents to send their archaeologists to carefully, as funding expeditions does not come cheap. However, if you don't have any agents present, you can't bring objects back from that Continent! Unless of course, you can convince one of your competitor's staff to lend a hand...

LUM HGGMM02R04 \$24.99

**MUSEUM: THE BLACK MARKET EXPANSION**

This expansion for *Museum* adds a market system to the game where you may purchase Objects and Notoriety cards to complete our collections and harass your adversaries. For those of you looking to put a more aggressive emphasis on the interaction between players in *Museum*, this is the one for you!

LUM HGGMM02R05 \$24.99

**MUSEUM: THE WORLD FAIR EXPANSION**

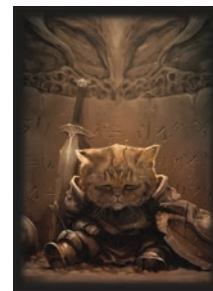
The World's Fair is a prestigious international exhibition and as a *Museum* curator, you have been called upon to take part! Compete against rival Museums to impress the public with your most exciting artifacts. This expansion brings two exciting new options to your games of *Museum*. Participate in common objectives that call upon you to present your most impressive pieces in the name of fame and fortune or collaborate with your 'colleagues' using the Loans system to gain points from their collections!

LUM HGGMM02R03 \$24.99

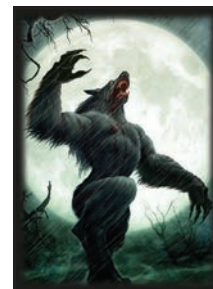
**TALES OF GLORY**

Each round represents one year in your heroes' lives, and you get to decide which quests they will complete during that time (fight monsters, find treasure, train with a mentor, etc.) in order to earn prestige! After 10 years, the hero with the most prestige wins the game.

LUM ANK163 \$44.99

MAX PROTECTION**DOUBLE MATTE
PREMIUM SLEEVES (50)****OFFERED AGAIN****O/A END OF THINGS**

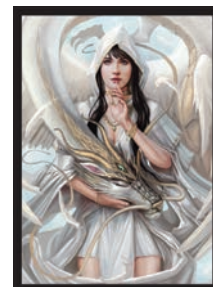
MAX 7070LEOT PI

**O/A FULL MOON**

MAX 7070LWWF PI

**O/A HASTA LA VISTA**

MAX 7070LHLV PI

**O/A LET SLEEPING DRAGONS LIE**

MAX 7070LLDL PI

**O/A PIRATE FLAG**

MAX 7070LYAR PI



O/A USA FLAG
MAX 7070LUSA PI



O/A REAP IT
MAX 7070LLOT PI



O/A THIRST
MAX 7070LVTH PI

MERCURY GAMES



BIG CITY: 20TH ANNIVERSARY JUMBO EDITION

The original city-builder classic, *Big City*, finally returns in a 20th Anniversary Jumbo Edition! Featuring more than 60 huge buildings to construct in modular neighborhoods, no two cities will ever be the same. Collect properties and combine them to create even larger buildings while your opponents try to do the same. More than 60 3D buildings to construct, much larger than the original edition! Modular neighborhoods ensure no two cities are ever the same. A high-quality 20th Anniversary Edition. Scheduled to ship in July 2019.

MCY 1901\$150.00

MIRROR BOX GAMES



THE KING'S GUILD

When the king dies, the Guilds of Greycastle will compete to crown a new King's Guild - and with it, a new ruler for the kingdom! Build your Guild to earn prestige and claim the crown. The rules are easy to learn and the turns are quick, but the deep strategies will keep you coming back for more.

MIR 2001\$60.00

MODIPIUS



FALLOUT: WASTELAND WARFARE - NOTEBOOKS

Scheduled to ship in July 2019.

NUKA

MUH 051776\$16.99

VAULT-TEC

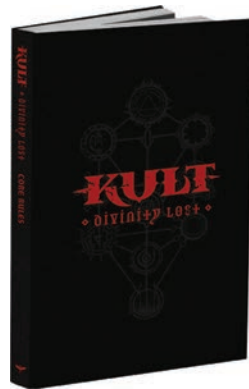
MUH 051791\$16.99



JOHN CARTER OF MARS: PLAYERS GUIDE

Modiphius Entertainment presents the *John Carter of Mars Players Guide*. The exterior features amazing rendered artwork from the cover of the core rulebook, while the interior features character-focused chapters from the core rulebook for easy player reference. Scheduled to ship in July 2019.

MUH 051546\$21.00



KULT: DIVINITY LOST BLACK EDITION

The 'Black Edition' exclusive variant features an all-black cloth cover with the *KULT* name in blood red. *KULT: Divinity Lost* is a reboot of the highly acclaimed and infamous contemporary horror roleplaying game *Kult*, originally released in 1991. This, the 4th edition of *Kult*, features a completely new rule-set, and the setting is updated to present day. Escape your nightmares, strike bargains with demons, and try to stay alive in a world full of pain, torture, and death. Scheduled to ship in July 2019.

MUH 051677\$99.00



KULT: DIVINITY LOST REFERENCE DECK

The Reference Deck for *KULT: Divinity Lost* consists of 55 cards, detailing weaponry, gear, and the Basic Moves, in multiple copies. The weapon cards show the complete profile of every firearm or close combat attack in the game, eliminating the need to reference the Core Rules. The Basic Moves cards present how and when the Moves are used, and show the potential outcomes of rolling the dice. Scheduled to ship in July 2019.

MUH 050568\$16.00

KULT: DIVINITY LOST TAROT DECK

The Tarot Cards for *KULT: Divinity Lost* consists of 68 cards, rich in symbolism and designed specifically for the *KULT* mythos. The deck is used by the gamemaster to - through readings - create plots, antagonist, locations, and allies for when planning a campaign. It can also be used in-game when introducing new locations and characters in the heat of the moment. The Tarot Deck is recommended for use with the scenario Tarotium in the book *Tarotium and Other Tales*. Scheduled to ship in July 2019.

MUH 050575\$33.00



STAR TREK ADVENTURES RPG: ICONIC VILLAINS

You are an imperfect being, created by an imperfect being. Finding your weakness is only a matter of time. 8 highly detailed, 32mm scale, unpainted resin miniatures of iconic *Star Trek* villains for use with *Star Trek Adventures* the tabletop roleplaying game. This set contains Khan, The Borg Queen, Q, Locutus of Borg, Gul Dukat, Lore, General Chang, and the Gorn Captain. These miniatures are designed for use with the *Star Trek Adventures* roleplaying game and geomorphic deck tiles. Scheduled to ship in July 2019.

MUH 051254\$49.99



STAR TREK ADVENTURES RPG: ORIGINAL SERIES LANDING PARTY

Landing party, come in! 10 highly detailed, 32mm scale, unpainted resin miniatures of an Original Series Starfleet away team for use with *Star Trek Adventures* the tabletop roleplaying game. This set contains one male officer and one female officer of the Andorian, Denobulan, Tellarite, and Vulcan species, as well as two male humanoid miniatures. These miniatures are designed for use with the *Star Trek Adventures* roleplaying game and geomorphic deck tiles. Scheduled to ship in July 2019.

MUH 051247\$49.99



MONTE COOK GAMES

MR. B GAMES

NEAT GAMES

GAMES



INVISIBLE SUN RPG: THE KEY

Of the four hardcover rulebooks included in the *Invisible Sun Black Cube*, *The Key* is the title most referenced by every player around the table. A sort of players handbook for *Invisible Sun*, it contains the rules for creating and advancing characters, and many gaming groups prefer to have more than one copy at the table. This is that additional copy, released at the same time as the reprint of the highly sought-after *Black Cube*. Scheduled to ship in August 2019.

MKG 204.....\$49.00



EXTRAORDINARY ADVENTURES: PIRATES

While playing *Extraordinary Voyages: Pirates*, you become a pirate captain, sailing three ships through the Caribbean in search of rich merchants to plunder and friendly ports in which to trade your cargoes for riches. The first pirate captain to reach the Treasure Galleon at the end of any track, ends the game. Score based on how you finished on each track, as well as for the treasures earned by selling your plundered cargoes. The richest captain will go down in history as the Pirate King! Scheduled to ship in August 2019.

MIB FRB1400.....\$50.00



TOO MANY POOPS

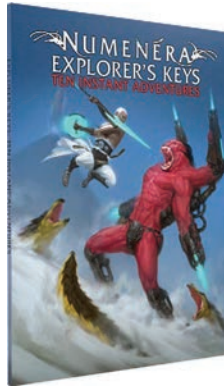
Too Many Poops is a cat collection card game where players compete to become the first to score 10 points of cats in their home. But the more cats you have, the more poops you'll get and too many will lose you the game! Adopt cats from the pet store, donate rival cats to other players, and use lures to get you the cats that will score you the most. Will you become the ultimate cat owner, or poop out trying? Features poople tokens and cat cards players can name and draw on! Scheduled to ship in August 2019.

NGX TMPG001.....\$20.00

NUMENERA RPG: EXPLORER'S KEYS (TEN INSTANT ADVENTURES)

The innovative Instant Adventure format has GMs up and running adventures in just ten minutes. The ten adventures in this book aren't sketchy outlines or adventure seeds, they're complete adventures, with maps, creatures, Show Em illustrations, and all the details you expect, presented in an unique format optimized to let the GM hit the ground running with minimal prep. *Explorers Keys* contains ten complete Instant Adventures for *Numenera*. This trove of exciting adventures is a must-have for beginning and veteran *Numenera* GMs. Scheduled to ship in July 2019.

MKG 171.....\$29.99



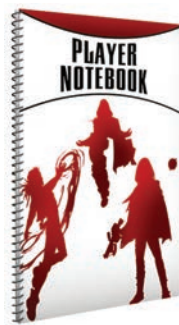
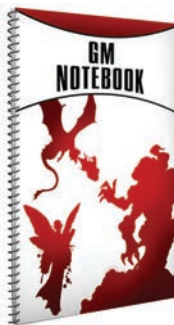
YOUR BEST GAME EVER

In *Your Best Game Ever*, acclaimed RPG designer Monte Cook, along with over a dozen seasoned contributors, gives you an insiders look at everything that isn't part of the game rules. Whether you're a newbie or veteran, a GM or player and whatever your game system of choice you can make every game *Your Best Game Ever*! Scheduled to ship in July 2019.

MKG 206.....\$49.99

YOUR BEST GAME EVER: NOTEBOOKS

These notebooks are system- and setting-agnostic so just like with *Your Best Game Ever* they can be used for every game you play or run. The GM Notebook provides space to record all the pertinent details about the setting, with notes on the PCs, NPCs, and creatures, as well as adventures that the GM plans, maps they draw, and so on. New GMs and old hands alike will appreciate how the notebook guides them through the worldbuilding and adventure-building process. Both notebooks are spiral bound for ease of use, are 100 pages, and look beautiful on the table. Scheduled to ship in July 2019.



GM
MKG 213.....\$14.99

PLAYER
MKG 214.....\$14.99

OINK GAMES



MR. FACE

Mr. Face is a party game where you make the face that matches your card! After drawing a card from the deck, players make faces that match the theme written on their card. This can be done by taking a selfie or by using the various face parts that come with *Mr. Face*. The parts are limited, but with a little skill and ingenuity you could make a face that surprises everyone. If players correctly guess which card matches the face, they win. Will you be able to successfully demonstrate what's on your card using only facial expressions? Scheduled to ship in August 2019.

ONK MRF.....\$23.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - THE TYRANT'S GRASP PART 6 - MIDWIVES TO DEATH

The *Tyrant's Grasp* Adventure Path reaches its world-shaping conclusion! Scheduled to ship in July 2019.

PZO 90144.....\$24.99



NOT FINAL ART

PATHFINDER RPG: FLIP-MAT CLASSICS - HAMLET

Put your feet up and rest for a while with *Flip-Mat Classic: Hamlet*, a gorgeous double-sided battle-scale map of two complete settlements! Scheduled to ship in August 2019.

PZO 31026.....\$13.99



NOT FINAL ART

PATHFINDER RPG: FLIP-TILES - URBAN SEWERS EXPANSION

With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can wade through the muck, balance along the side passages, and find the hidden lairs of wererats, cults, or worse. Scheduled to ship in August 2019.

PZO 4081\$19.99



NOT FINAL ART

STARFINDER RPG: ALIEN ARCHIVE 3 HARDCOVER

Battle, befriend, or become more than 100 bizarre alien life forms in this hardcover creature collection for the *Starfinder Roleplaying Game*! Scheduled to ship in August 2019.

PZO 7111\$39.99



NOT FINAL ART

STARFINDER RPG: ADVENTURE PATH - ATTACK OF THE SWARM! 1 - FATE OF THE FIFTH

As the insectoid alien Swarm surges across another system in the Vast, the heroes are the only survivors of a doomed military battalion. Scheduled to ship in August 2019.

PZO 7219\$22.99



STARFINDER RPG: FLIP-MAT - ICE WORLD

Whether the heroes are pursuing ice pirates across the frozen tundra or scouting out a good location for their hidden rebel base, no Game Master wants to spend time drawing every snowdrift and crevasse. Scheduled to ship in July 2019.

PZO 7314\$14.99



STARFINDER RPG: ADVENTURE PATH - DAWN OF FLAME 6 - ASSAULT ON THE CRUCIBLE

While the heroes finish the liberation of an alien bubble-city in the sun, efreet launch an assault on the Burning Archipelago from within the star. Scheduled to ship in July 2019.

PZO 7218\$22.99



NOT FINAL ART

STARFINDER RPG: PAWNS - TECH TERRAIN PAWN COLLECTION

Bring the fixtures and fittings of the future to your tabletop with this collection of more than 100 terrain pawns for use with the *Starfinder Roleplaying Game* or any tabletop science fantasy RPG! Scheduled to ship in August 2019.

PZO 7412\$24.99

PANDASAURUS GAMES

SPOTLIGHT ON



MACHI KORO: LEGACY

In *Machi Koro Legacy*, you play through ten different games in a story driven campaign where player choices shape the game as you play. Throughout the campaign, elements are added into the mix that will make you shriek with delight and think on your toes. Over time, an emergent narrative comes into focus, explaining this strange and mystical land that you all have stepped into. This culminates in an infinitely replayable eleventh game that will be completely unique! Scheduled to ship in August 2019.

PAN 201904\$49.95

MENTAL BLOCKS

Co-designed by Jonathan Gilmour (*Dinosaur Island*, *Dead of Winter*) *Mental Blocks* is a game of puzzling perspectives. Teams of 2-9 players cooperatively build a structure using oversized foam blocks, but each only has one perspective of the puzzle. Can you solve the puzzle in time? Scheduled to ship in August 2019.

PAN 201902\$39.95



PETERSEN GAMES



SANDY PETERSEN'S CTHULHU MYTHOS FOR 5E

This is the most comprehensive guide to the Cthulhu Mythos ever written for 5e fantasy. This eldritch tome, ripped from the (in) sane mind of the father of Cthulhu gaming Sandy Petersen, features over 400 pages of full color madness. Each book contains over 100 illustrated monster stat blocks for 5e with 26 stat blocks for Great Old Ones and Outer Gods. Beautifully illustrated by Kent Hamilton and Helge Balzer, these sights were not for mortal eyes to behold. This book contains absolutely everything you will need to add the mythos to your 5e adventure. Scheduled to ship in August 2019.

PTG SPCM-5E\$59.99



THE TOOTH FAIRY GAME

The *Tooth Fairy Game* is actually FOUR games in one. While all games are good for ages 6 and up, each game is a bit more difficult than the one before it. *That's My Tooth* is the 'Baby Teeth' game. After you've had fun playing that game a few times, you can try out *Pulling Teeth*, the 'Adult Teeth' game. Then there is *Lie Through Your Teeth*, which is a game for those with 'Fake Teeth.' That game works best for those who know how to bluff. Finally, there is *Treasure Teeth* for those rich tooth fairies with 'Gold Teeth.' Scheduled to ship in August 2019.

PTG TOOTHF\$29.99

GAMES

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GMT

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PLAID HAT GAMES



FEATURED ITEM



ABOMINATION: THE HEIR OF FRANKENSTEIN

Taking place 20 years after the events in Mary Shelley's classic novel, *Abomination: The Heir of Frankenstein* is a game of competitive monster creation. Scheduled to ship in July 2019.

PHG PH3200..... \$59.95



FEATURED ITEM

BATTLELANDS

BattleLands is a fast and furious game of turf warfare for three to five players. Scheduled to ship in July 2019.

PHG PH2800.....\$14.95



POKÉMON USA

POKÉMON TCG: BLASTOISE-GX PREMIUM COLLECTION

Trainers and fans of Water-type Pokémon, your day has come with the mighty rush of the *Blastoise-GX Premium Collection*, ready to wash away all doubt about which Pokémon rule the waves! Expand your collection with foil versions of mighty little Squirtle and its Evolutions, plus an awesome oversize version of Blastoise-GX for display. Chart a course to victory with all the mighty currents at your command!

PUI 80408.....PI



POLYHERO DICE

POLYHERO DICE ROGUE LEVEL UP PACKS

Scheduled to ship in August 2019.



5D6 POISON VIALS - VENOM GREEN

GSU A2236..... PI



5D6 SHORT SWORDS - NIGHTSHADE

GSU A2231..... PI

5D6 SHORT SWORDS - MIDNIGHT BLUE

GSU A2232..... PI



5D8 CROSSBOW BOLTS - NIGHTSHADE

GSU A2237..... PI



D20 GEM - ROGUISH ROUGE

GSU A2238..... PI



D20 LOCK & PICK - COLD IRON WITH ICE WHITE

GSU A2222..... PI

D20 LOCK & PICK - STOUT BRONZE AND WARD WHITE

GSU A2221..... PI

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in July 2019.



EMPIRE OF THE APES GENERAL HONDO MONSTER (RESIN)

PIP 51060..... PI

WARMACHINE

Scheduled to ship in July 2019.



INFERNALS ARMY BOX

PIP 38006.....\$199.99



INFERNALS CULTIST BAND & DARK SENTINELS UNIT & WEAPON ATTACHMENT (WHITE METAL)

PIP 38005.....\$49.99



INFERNALS LAMENTER LIGHT HORROR (RESIN AND WHITE METAL)

PIP 38003.....\$24.99



INFERNALS SOUL STALKER HEAVY HORROR (RESIN AND WHITE METAL)

PIP 38004.....\$39.99



INFERNALS THE WRETCH SOLO (WHITE METAL)

PIP 38007.....\$24.99



INFERNALS UBRAL GUARDIAN SOLO (RESIN AND WHITE METAL)
PIP 38002\$19.99



INFERNALS VALIN HAUKE, THE FALLEN KNIGHT CAVALRY SOLO (RESIN AND WHITE METAL)
PIP 38001\$29.99

Q-WORKSHOP



Q WORKSHOP
ALL DICE TELL A STORY

ARCADE DICE SET BLUE/YELLOW
Scheduled to ship in July 2019.
QWS SARC1E\$13.00

BLOODSUCKER DICE SET BLACK/SILVER
Scheduled to ship in July 2019.
QWS SBSU37\$13.00

CELTIC DICE SET 3D BLACK/WHITE REVISED (7)
Scheduled to ship in August 2019.
QWS SCER05\$17.00

DRAGON SLAYER DICE SET RED/ORANGE
Scheduled to ship in July 2019.
QWS SDRS1D\$13.00

HALLOWEEN PUMPKIN DICE SET BLACK/ORANGE
Scheduled to ship in July 2019.
QWS SHAP69\$13.00

PATHFINDER SECOND EDITION DICE SET (7)
Scheduled to ship in August 2019.
QWS SPAS87\$13.00

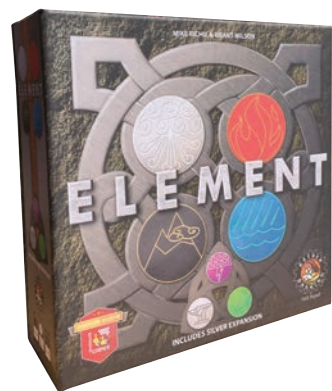
RUNEQUEST DICE SET RED/GOLD
Scheduled to ship in July 2019.
QWS SRQU53\$17.00

WIZARD DARK-BLUE & ORANGE DICE SET
Scheduled to ship in July 2019.
QWS SWIZ90\$13.00

RATHER DASHING GAMES

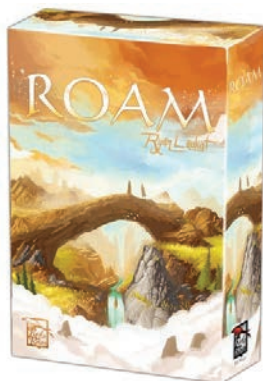


DWARVEN MINER: REFORGED
A sequel to Rather Dashing's *Dwarven Miner*. Scheduled to ship in July 2019.
RDG DMRF\$49.99



ELEMENT: SILVER
Element: Silver builds upon the legacy of *Element* by offering three additional modes of play along with the classic version. By adding silver stones functioning as a fifth element, players now have three additional modes of play with Lightning, Wood, and Metal. Each version requires unique thinking, tactics, and philosophy to win. Scheduled to ship in July 2019.
RDG SLVR\$39.99

RED RAVEN GAMES

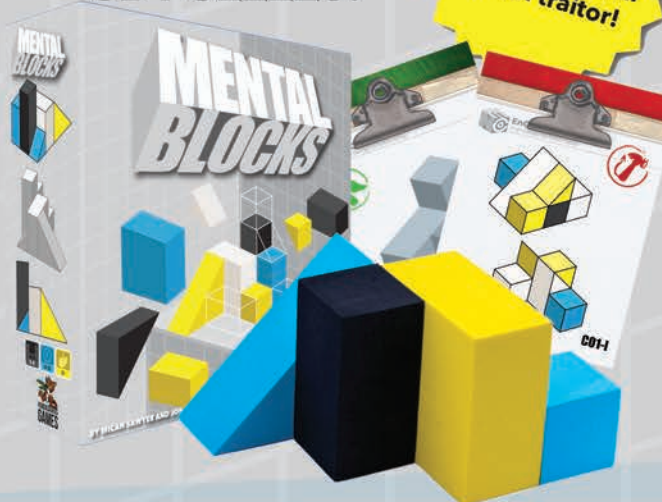


ROAM
In *Roam*, you and up to three friends compete to find lost adventurers. The game includes more than fifty unique, tarot-sized adventurer cards, which feature characters from Near and Far, Above and Below, and Islebound. The opposite side of each card depicts a landscape split into six squares, and two rows of three of these cards are placed in the center of the playing area to make the board. Scheduled to ship in August 2019.
RVM 022\$34.99

MENTAL BLOCKS

REAL-TIME COOPERATIVE 3D-PUZZLES!

Ramp up the fun with an optional hidden traitor!



MACHI KORO LEGACY



GAMES

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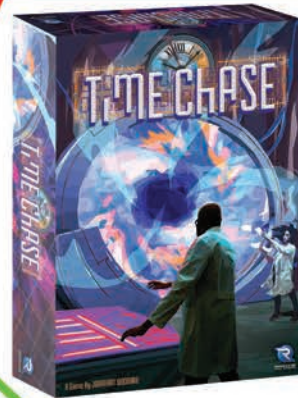
JUN 2019

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**TIME CHASE** (RGS02024)

- Trick-taking with a time traveling twist!
- Travel back in time to change the outcome of previous events (tricks)!
- Control three events to win but keep a close eye on the other scientists!

MSRP: \$20 Ages: 10+ 3-6 Players 30 Min

August Release!**NEW!**
RELEASE**TERROR BELOW** (RGS00878)

- The government has genetically engineered gigantic weaponized worms!
- Drive out to the desert to collect eggs to sell to the government.
- Too many vibrations will attract the monstrous worms!

MSRP: \$45 Ages: 10+ 2-5 Players 45-60 Min

August Release!**NEW!**
RELEASE**POWER RANGERS
HEROES OF THE GRID** (RGS00850)

- Defeat Rita Repulsa's evil army of monsters to save Angel Grove!
- Work together to battle incoming foe!
- Gain experience to call your Zords into action!

MSRP: \$90 Ages: 14+ 2-5 Players 45-90 Min

August Release!**NEW!**
RELEASE**POWER RANGERS
SHATTERED GRID EXPANSION** (RGS00859)

- Lord Drakkon, an evil warlord from an alternate reality, is threatening Power Rangers
- Team up to fight and protect our world from his tyranny
- Adds new heroes and foes

MSRP: \$60 Ages: 14+ 2-6 Players 45-60 Min

August Release!**NEW!**
RELEASE

POWER RANGERS HEROES OF THE GRID RANGER DICE (RGS00863)

- Upgrade your dice!
- Bring extra color to the battle with this set of 14 translucent dice!
- 2 dice for each Ranger color!

MSRP: \$15

August Release!

NEW!
RELEASE



POWER RANGERS MEGAZORD DELUXE FIGURE (RGS00864)

- Upgrade your Megazord token from the base game with this giant-scale Megazord miniature!

MSRP: \$30

August Release!

NEW!
RELEASE



POWER RANGERS CYCLOPSIS DELUXE FIGURE (RGS00865)

- Face off against one of the Power Rangers' toughest enemies ever!

MSRP: \$30

August Release!

NEW!
RELEASE



POWER RANGERS VILLAIN PACK #1 (RGS00866)

- The Power Rangers will need to intensify their attacks to vanquish these evil villains!
- Includes Commander Crayfish, Polluticorn, Rito Revolto, and Master Vile
- Large-scale miniatures, deployment cards, and enemy decks for each character

MSRP: \$35 Ages: 13+ 2-4 Players 30-60 Min

August Release!

NEW!
RELEASE



ETERNAL CHRONICLES OF THE THRONE (RGS02034)

- Enter the six-guns & sorcery world of the hit digital card game Eternal in a new stand-alone tabletop game!
- 2-4 players square off in an epic deck-building duel with CCG combat!
- Attack and block in a deep strategic combat system!
- Highly interactive, replayable games with a wide variety of strategies.

MSRP: \$25 Ages: 12+ 2-4 Players 20-60 Min

August Release!

NEW!
RELEASE





RESTORATION GAMES

**FIREBALL ISLAND: SPIDER SPRINGS**

A new part of the island to explore, new treasures to discover, and GIANT JUMPING SPIDERS! Dare to descend into the cavern together precious spider eggs. But these eight-legged pests quickly spread out over the whole island, springing out of their nest even coming out of Vul-Kar himself. New action cards and souvenirs, new ways to score, and a new way to get off the island. Scheduled to ship in August 2019.

REO 9019.....\$39.95

R&R GAMES

OFFERED AGAIN

**O/A BITE YOUR TONGUE**

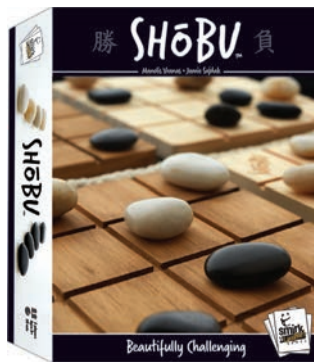
Bite Your Tongue is a game that is guaranteed to make you laugh. Bite your tongue, pinch your nose, or stick your tongue out while giving clues to get your team to guess correctly! Half the fun is listening to how hilarious everyone sounds trying to get their point across!

RRG 811.....\$19.99

SMIRK & DAGGER GAMES**THE MENACE AMONG US**

The Menace Among Us is a thrilling semi-cooperative game of intrigue and survival in deep space. Adrift and powerless, your crippled vessel is bleeding oxygen. You must work together to restore power before the air runs out, but hidden among you, as loyal friends and crew members, are imposters who continue to sabotage the ship. Their only goal is to avoid detection and kill the crew, by force or by asphyxiation. Can you identify them in time and eliminate the threat or will you succumb to *The Menace Among Us*? Scheduled to ship in August 2019.

SND 0069.....\$39.99

**SHOBU**

A beautifully crafted abstract strategy game. Your turn is in two parts, a passive (or set up) move and a more aggressive move, which must be the same direction and number of spaces as the first move. It is this second move that allows you to push stones across the board — or shove them off the board's edge. Remove all four of your opponent's stones from just one of the four boards to win. Scheduled to ship in July 2019.

SND 1005.....\$29.99

SQUARE ENIX

**TOMB RAIDER LEGENDS: THE BOARD GAME**

Embark on an unknown journey in search of a hidden Artifact as the legendary archaeologist Lara Croft. Players start with the simple task of getting to the goal and acquiring the Artifact, all while attempting to avoid the constant threat of wounds, delays, and misdirection caused by other players and creatures. With over a dozen possible areas to uncover and a widely varied amount of combinations, each game will send you and your friends on a fun and unique journey into the unknown. Scheduled to ship in May 2019.

SQE 82532.....PI

STARLING GAMES

**BLACK ORCHESTRA**

As Hitler's grasp on Germany tightens and his maniacal fervor is unmasked, men from the highest levels of the Reich begin to plot his assassination. As the clock ticks and Hitler's ambitions grow, these daring few must build their strength and prepare for the perfect moment to strike. The Gestapo hound their trail, calling these conspirators 'Schwarze Kapelle', the Black Orchestra. Will this band of daring patriots save their country from utter ruin before it is too late? Scheduled to ship in August 2019.

GSU STG2103.....PI

STEVE JACKSON GAMES

**DEADLY DOODLES**

In this quick-playing doodle game, 1-4 players simultaneously draw paths through a dangerous dungeon to collect loot and weapons, fight monsters, and set traps for their opponents. Who can defeat the dragon for the big score? Scheduled to ship in August 2019.

SJG 1389.....\$19.95

**THE FANTASY TRIP: COMPANION**

This is the *Fantasy Trip Companion* both part of the game, and a book about the game. It's a very limited print run. The *TFT Companion* is a collection of articles, starting with Steve Jackson's original designers notes and errata published in *The Space Gamer* in 1980. It includes a collection of optional rules, expansions and adventures created by fans for the magazines of the day, and closes with a collection of the articles posted online as part of the *TFT* Kickstarter in 2018. Scheduled to ship in July 2019.

SJG 3458.....\$19.95

**ILLUMINATI D6 DICE SET**

The Secret Masters mandate that you sell these dice! These 19mm Illuminati-inspired dice display apyramid in place of the 1 pip. The set contains two red and two blue dice with silver pips, and two silver dice with black pips. These attractive pearled dice will add just the right amount of class to any game! Scheduled to ship in July 2019.

SJG 5928.....\$10.95

**MUNCHKIN 6: DOUBLE DUNGEONS (EXPANDED EDITION)**

Whats an adventurer without dungeons to explore? This box contains 40 double-sized Dungeons plus 32 Portals to get you from one to the next. Each Dungeon changes the rules... some are helpful, some are harmful, and some are just silly. It is *Munchkin*, after all! This set includes the cards from *Munchkin 6: Demented Dungeons* and *Munchkin 6.5: Terrible Tombs*, now in a single convenient expansion! Scheduled to ship in July 2019.

SJG 1576.....\$19.95

**HALLOWEEN D6 DICE SET**

Put a spooky spin on any game that calls for a d6! These cleverly designed 19mm dice have the numbers 1-6 worked into the pumpkin design on each side! This Halloween set contains two orange dice with black ink, two black dice with orange ink, and two black dice with glow-in-the-dark ink. Scheduled to ship in August 2019.

SJG 131322.....\$10.95

**MUNCHKIN: WARHAMMER 40K CHAOS DICE**

Nothing says Chaos like these random number generators (as long as you only need numbers from 1 to 6). These six attractive dice will add an extra dose of Chaos to any *Munchkin* game... and they come with four new *Munchkin Warhammer 40,000* cards! Scheduled to ship in August 2019.

SJG 5646.....\$6.95

**MUNCHKIN: WARHAMMER 40K KILL-O-METER**

The Emperor requires accurate information about the strength of his allies and his enemies in order to plan effectively. Now gamers can keep those numbers close at hand with the two-sided *Munchkin Warhammer 40,000 Kill-O-Meter*. Turn the dials as combat strength goes up or down so you always know how tough you really are... or flip it over and use it for the monsters! This set comes with four new *Munchkin Warhammer 40,000* cards. Scheduled to ship in July 2019.

SJG 5647\$9.95

**ROBIN'S LAWS: OF GOOD GAME MASTERING**

Robins Laws of Good Game Mastering has the goods on everything from campaign design to adventure plotting, what to do when the scenario goes in an unexpected direction, how to handle problem players, and more. No matter what game your customers are buying and playing, the advice in this book will make them better Game Masters. And its good advice for players, too! Scheduled to ship in August 2019.

SJG 3009\$12.95

THAMES & KOSMOS**BRAINWAVES: THE ASTUTE GOOSE**

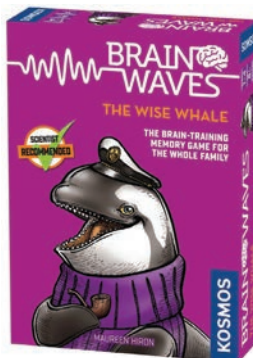
In *Brainwaves: The Astute Goose*, players must identify a burglar hiding in a crowd. Suspect cards are assigned a number, from one to six. Players look at these cards, then turn them face down. On a turn, a player rolls the two dice: one showing a number, the other a characteristic of a burglar card. If the player can identify the correct item on the correct burglar card, they claim that card as a reward, and then put a new card in its place. Whoever collects the most cards wins. Scheduled to ship in August 2019.

TAK 690830\$14.95

**BRAINWAVES: THE BRILLIANT BOAR**

In *Brainwaves: The Brilliant Boar*, each player takes cards showing different animal portraits on their reverse sides. They can look at the cards briefly when they draw them, but then must face the cards away from them. On a player's turn, they can either take the top card from the deck into their hand or play one of their cards onto the table, attempting to make as many pairs as possible from the card just played and those already face up on the table. Whoever collects the most cards wins. Scheduled to ship in August 2019.

TAK 690823\$14.95

**BRAINWAVES: THE WISE WHALE**

In *Brainwaves: The Wise Whale*, players lay nine cards showing different colorful sea creatures face down after trying to memorize which creatures are on which cards. During a player's turn, they reveal a new card from the deck. Then, they must reveal a card that matches either the creature or the color on this new card. If they do, they claim this card, and then lay out a new card face down in its place. Whoever collects the most cards wins. Scheduled to ship in August 2019.

TAK 690861\$14.95

TROLL LORD GAMES**CASTLES AND CRUSADES RPG: MONSTERS & TREASURES COMPLETE**

Monsters & Treasure contains over 400 monsters for your *Castles & Crusades* game. Each entry consists of an in-depth description of the monster, along with its nature, habits, the territories they occupy, their predilections, and all other relevant material. Each entry contains all the statistical information required to run the monster at any game table. There are also treasures, both magical and mundane, as well as how to roleplay monsters, handling combat with monsters, creating monsters and defining and awarding treasures. Scheduled to ship in July 2019.

TLG 80115\$49.99

**ULTRA PRO INTERNATIONAL****BUNDLE: UV MINI SNAP CARD HOLDER (50 PACK)**

Scheduled to ship in May 2019.

UPI 83655-UVPI

STRONGHOLD GAMES**VALPARAISO**

In 1811, free trade is declared for the harbor city of Valparaiso in Chile. A short time later, Chile proclaims its independence. As an influential citizen of Valparaiso, you want to push the development of your city, so you send merchants into the hinterland to get hold of important export goods and send your ships overseas to gain new achievements there. Scheduled to ship in July 2019.

SHG 8045\$59.95

STUDIO 9 GAMES**DUNGEON CRAWL CLASSICS: RECKONING OF THE GODS - INTO THE SHADOW**

This 32-page, stand-alone double adventure is created for the DCC RPG system in a softcover PRINT format. It can be easily adapted to any fantasy RPG system. The adventure is primarily for 3rd-level characters. Scheduled to ship in September 2019.

S9G 10016\$14.99

TASTY MINSTREL**SPOTLIGHT ON****GOLD WEST**

Can you lead the West into the Golden Age? In *Gold West*, build your mining empire while vying over the precious metals of the frontier! Scheduled to ship in April 2019.

TMG 1014\$60.00



DUNGEONS & DRAGONS: FIGURINES OF ADORABLE POWER

Scheduled to ship in August 2019.



OWLBEAR

UPI 86991..... PI



RED DRAGON

UPI 86990..... PI

M2.1 DECK BOX: LIMITED EDITIONS

Scheduled to ship in May 2019.



CHECKERBOARD

UPI 85933..... PI



DARK STEEL

UPI 85934..... PI



SEA DRAGON

UPI 85935..... PI



MAGIC THE GATHERING:

CORE 2020

DECK PROTECTOR SLEEVES (100) CARD BACK

UPI 18126..... PI

DECK PROTECTOR SLEEVES (100) V1

UPI 18099..... PI

DECK PROTECTOR SLEEVES (100) V2

UPI 18100..... PI

DECK PROTECTOR SLEEVES (100) V3

UPI 18101..... PI

DECK PROTECTOR SLEEVES (100) V4

UPI 18102..... PI

DECK PROTECTOR SLEEVES (100) V5

UPI 18103..... PI

PLAY MAT 6'

UPI 18124..... PI

PLAY MAT 8'

UPI 18125..... PI

PLAY MAT V1

UPI 18110..... PI

PLAY MAT V2

UPI 18111..... PI

PLAY MAT V3

UPI 18112..... PI

PLAY MAT V4

UPI 18113..... PI

PLAY MAT V5

UPI 18114..... PI

PLAY MAT V6

UPI 18115..... PI

PLAY MAT V7

UPI 18116..... PI

PRO 100+ DECK BOXES V1

UPI 18104..... PI

PRO 100+ DECK BOXES V2

UPI 18105..... PI

PRO 100+ DECK BOXES V3

UPI 18106..... PI

PRO 100+ DECK BOXES V4

UPI 18107..... PI

PRO 100+ DECK BOXES V5

UPI 18108..... PI

PRO-BINDER

UPI 18109..... PI

POKÉMON: DETECTIVE PIKACHU

Scheduled to ship in July 2019.



9-POCKET PORTFOLIO -

MR. MIME

UPI 15204-P..... PI



9-POCKET PORTFOLIO - PIKACHU

UPI 15203-P..... PI



DECK PROTECTOR SLEEVES (65)

MR. MIME

UPI 15202..... PI



DECK PROTECTOR SLEEVES (65)

PIKACHU

UPI 15201..... PI



PLAY MAT - MR. MIME

UPI 15206..... PI



PLAY MAT - PIKACHU

UPI 15205..... PI

POKÉMON

Scheduled to ship in June 2019.



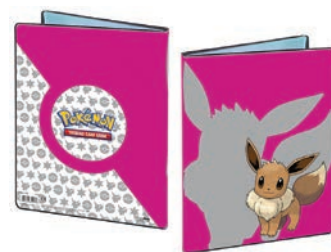
EEVEE 2019 2" ALBUM

UPI 85993..... PI



EEVEE 2019 4-POCKET PORTFOLIO

UPI 85991-P..... PI



EEVEE 2019 9-POCKET

PORTFOLIO

UPI 85992-P..... PI



EEVEE 2019 9-POCKET

PRO-BINDER

UPI 85994..... PI



EEVEE 2019 DECK

PROTECTORS (65)

UPI 85988..... PI



EEVEE 2019 FULL

VIEW DECK BOX

UPI 85989..... PI



EEVEE 2019 PLAY MAT

UPI 85990..... PI



PIKACHU 2019 2" ALBUM
UPI 15106..... PI



PIKACHU 2019 FULL VIEW DECK BOX
UPI 15102..... PI

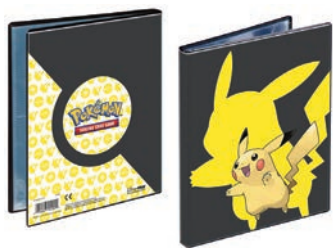


DECK BUILDER'S PLAYSET - RUBY
UPI 85930..... PI



ROCKET SQUAD

In *Rocket Squad*, you and your friends have gathered in the backyard to build cardboard rockets and race them to space. Keep an eye out for your family, pets, and toys in the yard that will help you build rockets and mess with your friends. *Rocket Squad* is a fast-paced card game for 2 to 5 players ages 8 and up. Each player races to build and launch one rocket of each of the four colors and the first to do so will end the game with the highest scoring rockets winning all the glory! Scheduled to ship in June 2019.
UPI 10180..... PI



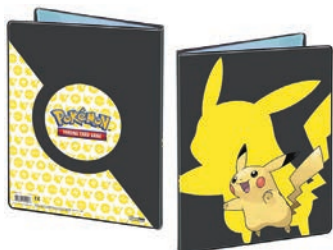
PIKACHU 2019 4-POCKET PORTFOLIO
UPI 15104-P..... PI



PIKACHU 2019 PLAY MAT
UPI 15103..... PI



DECK BUILDER'S PLAYSET - SAPPHIRE
UPI 85932..... PI



PIKACHU 2019 9-POCKET PORTFOLIO
UPI 15105-P..... PI



ULTRA BALL ALCOVE FLIP DECK BOX
UPI 85456..... PI

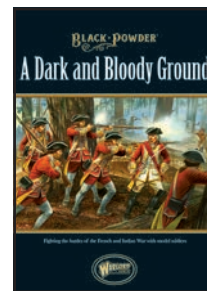


PREMIUM ZIPPERED 9-POCKET - JET
UPI 85927..... PI

WARLORD GAMES

BLACK POWDER

Scheduled to ship in May 2019.



DARK AND BLOODY GROUND

WLG 301013801..... PI



PIKACHU 2019 9-POCKET PRO-BINDER
UPI 15107..... PI



ULTRA BALL PREMIUM 9-POCKET PRO-BINDER
UPI 85455..... PI



PREMIUM ZIPPERED 9-POCKET - RUBY
UPI 85929..... PI



FRENCH AND INDIAN WAR ARMED COLONIAL SETTLERS

WLG WG7-FIW-49..... PI

FRENCH AND INDIAN WAR BRITISH CHARACTERS

WLG 303013206..... PI

FRENCH AND INDIAN WAR BRITISH GRENADIERS

WLG 303013208..... PI

FRENCH AND INDIAN WAR BRITISH LIGHT INFANTRY

WLG 303013202..... PI

FRENCH AND INDIAN WAR BRITISH REGULARS ON CAMPAIGN

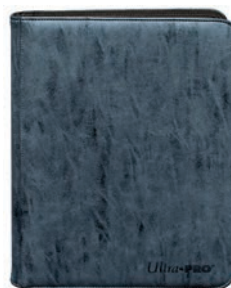
WLG 303013203..... PI

PRO-BINDER: SUEDE

Scheduled to ship in June 2019.



DECK BUILDER'S PLAYSET - JET
UPI 85928..... PI



PREMIUM ZIPPERED 9-POCKET - SAPPHIRE
UPI 85931..... PI

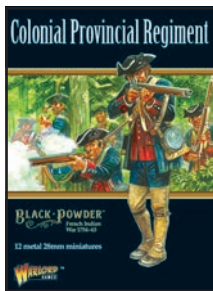


PIKACHU 2019 DECK PROTECTORS (65)
UPI 15101..... PI



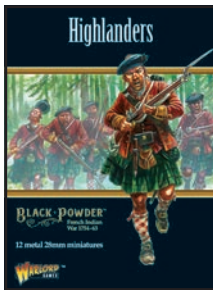
GAMES

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**FRENCH AND INDIAN WAR
COLONIAL PROVINCIAL REGIMENT**
WLG 302213806 PI

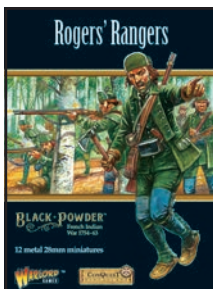
**FRENCH AND INDIAN WAR
FRONTIERSMEN**
WLG 303013204 PI



**FRENCH AND INDIAN WAR
HIGHLANDERS**
WLG 303013209 PI

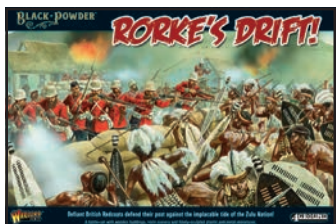
**FRENCH AND INDIAN WAR
INDIAN CHARACTERS**
WLG 303013205 PI

**FRENCH AND INDIAN WAR
MARQUIS DE MONTCALM**
WLG 303013201 PI



**FRENCH AND INDIAN WAR
ROGERS RANGERS**
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**FRENCH AND INDIAN WAR
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**US F4U CORSAIR ACE:
PHILIP KIRKWOOD**
WLG 772211008 PI



US F4U CORSAIR SQUADRON
WLG 772211006 PI



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USAFF CARD PACK
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WLG 772212012 PI



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WLG 402217603 PI

BOLT ACTION Scheduled to ship in June 2019.

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**BRITISH COMMANDOS
SUPPORT GROUP**
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**GERMAN LUFTWAFFE FIELD
DIVISION 88MM FLAK 37**
WLG 402012036 PI

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**THE LONGEST DAY
D-DAY BATTLE SET**
WLG 402610001 PI



**US AIRBORNE SUPPORT GROUP
(1943-44)**
WLG 402213104 PI



US ARMY SUPPORT GROUP
WLG 402213004 PI

CRUEL SEAS

Scheduled to ship in May 2019.



ARMED TRAWLER
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FAIRMILE D MGB 660**
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LCM3 LANDING CRAFT**
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SIEBEL FERRY (2)**
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WLG 785012004 PI



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PR.1125 WITH KATYUSHA**
WLG 785001006 PI



SOVIET NAVY G-5 MTB
WLG 785011002 PI



US NAVY LCM3 LANDING CRAFT
WLG 785011001 PI

KONFLIKT 47

Scheduled to ship in June 2019.

BRITISH GRENADIERS
WLG 452010602 PI

BRITISH MERLIN HEAVY WALKER
WLG 452410608 PI

WEIRD GIRAFFE GAMES



DREAMS OF TOMORROW

Dreams of Tomorrow is a competitive set collection game for 1-6 players that plays in about 45 minutes about weaving dreams, manipulating action spaces, and careful timing of abilities. Take control of your destiny by using the Dreams you've collected to manipulate the location of the action spaces, change your direction, and much more! Scheduled to ship in July 2019.
GIR 05000 \$29.00

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6+

1-4

15-30

Rules in English / Japanese

GAMES

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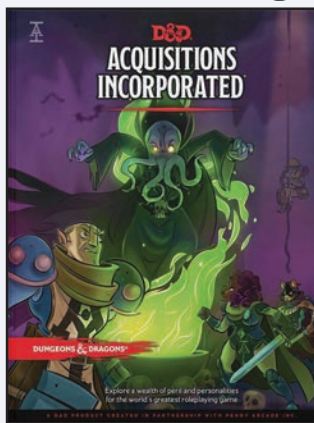
The books are aflame and history is burning before your very eyes! Save what you can in this stunning 30 minute game for 1-6 players. Players must decide if they should save tools for an epic late game point swing or grab points now to take an early lead. Scheduled to ship in July 2019. GIR WGG0004\$29.00

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Sorcerer is a 2-4 player dark fantasy game. This new character building game combines the best elements of a strategy card game and a tactical board game to create a whole new play experience! WWG 700.....\$44.99

WIZARDS OF THE COAST**SPOTLIGHT ON****DUNGEONS & DRAGONS RPG: ACQUISITIONS INCORPORATED**

Acquisitions Incorporated is a different flavor of *Dungeons & Dragons*. A fifth edition D&D book created in partnership with Penny Arcade Inc. and inspired by the podcast and web series, this book is full of madcap heists, hilarious moments, and all the ingredients you need to include the adventures of *Acquisitions Incorporated* in a fifth edition D&D campaign.

WOC C72550000.....\$49.95

SPOTLIGHT ON**TRANSFORMERS TCG: WAR FOR CYBERTRON - SIEGE BOOSTER DISPLAY (30)**

Choose a side - Autobot or Deception! For full gameplay, each player builds a team of Transformers Character Cards and a deck of 40 or more Battle Cards (up to 25 stars when stars on Character Cards and Battle Cards are added together). Each Booster Pack contains 1 Rare Battle Card. Booster pack sold separately and subject to availability. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C69420000.....\$119.70

WIZKIDS/NECA**AGE OF DIRT: A GAME OF UNCIVILIZATION**

In *Age of Dirt*, you'll control of a small tribe at the dawn of civilization, and send out your workers in the hopes of collecting the resources you need to grow and thrive. Before collecting resources, you'll have to drop all the workers in that resource's space through The Passage, a three-dimensional, mountain shaped tower, where they will tumble and get stuck, leaving only a few to get out and actually collect that resource. The rest will have to wait to be knocked loose on a future turn. They might also bring some predators out of The Passage with them, and not come back at all. The first player to build a total of 10 victory points wins the game! Scheduled to ship in October 2019.

WZK 73079.....\$49.99

**DUNGEONS & DRAGONS DICE MASTERS**

Scheduled to ship in September 2019.

TROUBLE IN WATERDEEP
DICE MASTERS**ADVENTURES IN WATERDEEP TEAM PACK**

The *Dungeons & Dragons Dice Masters: Adventures in Waterdeep Team Pack* features the most beloved characters of Waterdeep, including Brawlwin Chainminer, the Black Viper, Jarlaxle, Durnan, and several characters making their very first appearance in *Dice Masters*! A Team Pack can be paired with any Campaign Box or Starter Set to give a player everything they need to build a highly focused team for thematic play! With 24 cards and 16 dice, this release is perfect when you're trying to enjoy everything Waterdeep has to offer!

WZK 73130.....\$12.99

THE ZHENTARIM TEAM PACK

The *Dungeons & Dragons Dice Masters: The Zhentarim Team Pack* features some of the most iconic Zhentarim from Waterdeep, including Manshoon, Istrid Horn, Ziraj, and several characters making their very first appearance in *Dice Masters*! A Team Pack can be paired with any Campaign Box or Starter Set to give a player everything they need to build a highly focused team for thematic play! With 24 cards and 16 dice, this release is perfect when you're trying to enjoy everything Waterdeep has to offer! Scheduled to ship in September 2019.

WZK 73131.....\$12.99

TROUBLE IN WATERDEEP CAMPAIGN BOX

Trouble in Waterdeep brings recognizable characters from Waterdeep to *Dice Masters* for the very first time! Players can pit a team of adventurers against the dangers of Waterdeep or mix them together for a blend of righteousness and villainy. This release is perfect for beginners and *Dice Masters* veterans alike. What's a Campaign Box? A Campaign Box is fixed content in a large box, and has everything 2 players need to start playing *Dice Masters* like Sidekick Dice, Basic Action Dice, rules, and Dice Bags. Scheduled to ship in September 2019.

WZK 73129.....\$39.99

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALM WALKING STATUE OF WATERDEEP THE HONORABLE KNIGHT**

The gorgeous detail on this miniature highlights the incredible power that is at the Blackstaff's command, towering over the city of Waterdeep at 57 ft. 3 in. tall. Bring one of the awesome protectors of the Crown of the North to your Waterdeep adventure with this premium figure! This fantastic pre-painted premium figure will be the

perfect piece to create an immersive roleplaying game experience. It's the perfect addition to your Waterdeep adventure and beyond! The *Honorable Knight* is approximately 11 inches tall. Scheduled to ship in August 2019.

WZK 73651.....\$59.99

**DUNGEONS & DRAGONS ICONS OF THE REALMS PREMIUM FIGURES: WAVE 1**

Each *Dungeons & Dragons* Premium Figure comes with a highly detailed figure that is beautifully pre-painted to complement the unique details of the miniatures. The packaging displays these gorgeous miniatures in a clear and visible format, so customers know exactly what they are getting! Scheduled to ship in August 2019.

AASIMAR FEMALE WIZARD WZK 73823\$7.99
DRAGONBORN MALE FIGHTER WZK 73822.....\$7.99
ELF FEMALE DRUID WZK 73821.....\$7.99
HUMAN MALE PALADIN WZK 73820.....\$7.99
TIEFLING FEMALE SORCERER WZK 73818.....\$7.99
TIEFLING MALE SORCERER WZK 73819.....\$7.99



DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: WAVE 10

Dungeons & Dragons Nolzur's Marvelous Miniatures come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting.

AIR ELEMENTAL WZK 73846.....	FEMALE HUMAN WARLOCK WZK 73837.....
BLACK DRAGON WYRMING WZK 73850.....	FIRE ELEMENTAL WZK 73847.....
BLUE DRAGON WYRMING WZK 73852.....	GRUNG WZK 73845.....
CLAY GOLEM WZK 73843.....	IRON GOLEM WZK 73842.....
DRIDER WZK 73844.....	KENKU ADVENTURERS WZK 73840.....
EARTH ELEMENTAL WZK 73848.....	MALE GOLIATH BARBARIAN WZK 73833.....
FEMALE ELF CLERIC WZK 73835.....	MALE HALF-ELF MONK WZK 73838.....
FEMALE GOLIATH BARBARIAN WZK 73834.....	MALE HUMAN WARLOCK WZK 73836.....
FEMALE HALF-ELF MONK WZK 73839.....	RED DRAGON WYRMING WZK 73851.....
FEMALE HUMAN PALADIN WZK 73830.....	SUCCUBUS & INCUBUS WZK 73841.....
FEMALE HUMAN ROGUE WZK 73831.....	WATER ELEMENTAL WZK 73849.....
FEMALE HUMAN SORCERER WZK 73832.....	

FLOTILLA

In *Flotilla*, you are a Fleet Commander, trying to bring prosperity to humanity's new home. You'll explore the new face of the ocean, salvage whatever you can from the depths, build your crew, and gain influence with the governing guilds. If you do well enough, you might be able to take what you've gathered, and add it to the *Flotilla* itself by attaching your watercraft. Your goal is to become the most influential figure in the *Flotilla*, and lead civilization into a new era. Scheduled to ship in October 2019.

WZK 73767.....\$64.99



MARVEL

DICE MASTERS

MARVEL DICE MASTERS: SPIDER-MAN TEAM-UP CAMPAIGN BOX

Spider-Man Team Up brings classic Spider-Man and his amazing friends back to the spotlight, whether you're a fan of Heroes for Hire or Cloak and Dagger there's something here for you. Even if you've never read *Spider-Man* comics, this is an exciting entry point to your friendly neighborhood Spider-Man's adventures! Scheduled to ship in November 2019.

WZK 73519.....\$39.99

MARVEL DICE MASTERS: SPIDER-VERSE TEAM PACK

The *Marvel Dice Masters: Spider-Verse Team Pack* features fan-favorite versions of Spider-Man never-before-seen in *Dice Masters* like Spider-Man Noir, Leopardon, and Spider-Ham. With 24 cards and 16 dice, this release will be sure to add some crazy fun to your *Marvel Dice Masters* collection! Scheduled to ship in November 2019.

WZK 73520.....\$12.99

SPOTLIGHT ON



MARVEL HEROCLIX: X-MEN THE ANIMATED SERIES, THE DARK PHOENIX SAGA COLOSSAL BOOSTER BRICK

Marvel HeroClix: X-Men the Animated Series, the Dark Phoenix Saga comes to the tabletop in a BIG way. Each *Colossal Booster* will contain 4 standard size figures and a 2x2 Clix Base figure! This set features all of the fan-favorite characters from the 1990's X-Men animated series like Wolverine, Rogue, Gambit, Jubilee, and Morph! For the first time ever, *Colossal* characters will be Prime figures! Scheduled to ship in September 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 73485.....\$169.90

MARVEL HEROCLIX: X-MEN THE ANIMATED SERIES, THE DARK PHOENIX SAGA DICE AND TOKEN PACK

The *Marvel HeroClix: X-Men the Animated Series, the Dark Phoenix Saga Dice and Token Pack* contains 2 custom dice featuring a special Dark Phoenix icon to celebrate the release of the *Marvel HeroClix: X-Men the Animated Series, the Dark Phoenix Saga Colossal Booster Brick*. The 6 action tokens will feature 6 beloved X-Men characters from the animated series and will have bystanders on the back to use with characters that generate bystanders in the *Booster Set*! Scheduled to ship in September 2019.

WZK 73489.....\$9.99

MARVEL HEROCLIX: X-MEN THE ANIMATED SERIES, THE DARK PHOENIX SAGA FAST FORCES

This *Fast Forces* will have you saying, 'to me, my X-Men!' Wolverine, Rogue, Beast, Storm, Gambit, and Jubilee come as a thematic team ready to play by themselves against your friends, or perfect to mix with X-Men from your *X-Men the Animated Series, the Dark Phoenix Saga Colossal Boosters*. Once a player already has a *Starter Set*, a *Fast Forces* is a great way for them to construct a brand new thematic team and build their *HeroClix* collection! Scheduled to ship in September 2019.

WZK 73487.....\$16.99

SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: THREE-DRAGON ANTE - LEGENDARY EDITION

Three-Dragon Ante: Legendary Edition is a re-imagining of the original classic *Dungeons & Dragons Three Dragon Ante*, a casual standalone card game of chance for two to six players. Each hand, players ante gold to the stakes and compete to play the strongest flight of three cards, dragons, or mortals. The strongest flight wins that gold from the stakes, but playing weaker cards triggers your cards' powers and sets you up to win the next hand. This *Legendary Edition* includes new *Legendary Dragons*, *Mortals*, *Gold and Platinum Pieces*, and *Ability Disks* for combining *Three-Dragon Ante* with the *Dungeons & Dragons* tabletop game! Scheduled to ship in July 2019.

WZK 73952.....\$24.99



O.P. ARENA: AN EPIC BATTLE ROYALE OF ABSURD PROPORTIONS

For the last 8 billion years, the *O.P. Arena* has been floating at the center of the M82 galaxy providing a battleground for the most intense fights of all time. Players from across the multiverse send their champions in search of glory and riches, but only a handful make it out alive. You've been training your Dudes since you were a child, and your time has finally come! Send your Dudes into the fight, and use their overpowered abilities to unleash hot death upon your opponents Dudes, and emerge victorious by obtaining 30 VPs! And you will obtain those precious VPs by doing damage and killing (yes, killing) other Dudes. Scheduled to ship in August 2019.

WZK 73760 \$39.99



THE ORVILLE HEROCLIX: 2-PLAYER STARTER SET

This starter set features the 8 of the most prominent crew members from the *Orville* for you to mix and match your team to best suit your mission! Along with these 8 awesome figures, this Starter Set includes everything players need to learn and start playing *HeroClix* today including the *HeroClix* Rulebook, a double-sided Map, a Powers and Abilities Card (PAC), Object Tokens, Terrain Tokens, Dice, and Character Cards. Scheduled to ship in September 2019.

WZK 73601 \$34.99



PATHFINDER DEEP CUTS UNPAINTED MINIATURES: WAVE 10

Pathfinder Battles Deep Cuts come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting.

BONE GOLEM WZK 73856 \$4.99
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 MALE HALF-ORC DRUID WZK 73853 \$4.99
 NECROMANCERS WZK 73855 \$4.99
 PIT DEVIL WZK 73857 \$4.99



WIZKIDS 4D SETTINGS: JUNGLE SHRINE

With the *Jungle Shrine* set, you'll have everything you need to set your adventure in a mystical jungle shrine. This set will also be one of the first to include LEDs, with a light up fire and glowing rune stones! Scheduled to ship in August 2019.

WZK 73878 \$69.99



WIZKIDS DEEP CUTS UNPAINTED MINIATURES: WAVE 10

WizKids Deep Cuts come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting.

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BOUNTY BOARD WZK 73866 \$4.99	HORSE & HITCH WZK 73862 \$4.99
CAMP FIRE & SITTING LOG WZK 73860 \$4.99	MAYOR & TOWN CRIER WZK 73871 \$4.99
FOUNTAIN WZK 73865 \$4.99	PILES OF WOOD WZK 73868 \$4.99
GALLOWES WZK 73872 \$14.99	SIGNS & LIGHTS WZK 73869 \$4.99
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Z-MAN GAMES



FEATURED ITEM



CHOOSE YOUR OWN ADVENTURE: WAR WITH THE EVIL POWER MASTER

A powerful villain? Check. Inexplicable destruction? Check. A plucky young team of heroes trying to save the galaxy? Check! Explore a brand new cooperative narrative adventure with the next entry in the *Choose Your Own Adventure* game series: *War with the Evil Power Master*! Scheduled to ship in July 2019.

ZMG CYA02 \$24.99



FEATURED ITEM



LOVE LETTER (CLAMSHELL)

In a quick game of risk and deduction, can you outwit your friends and earn the trust of the noble Princess? Scheduled to ship in July 2019.

ZMG ZLL01 \$11.99



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Tak

A Beautiful Game

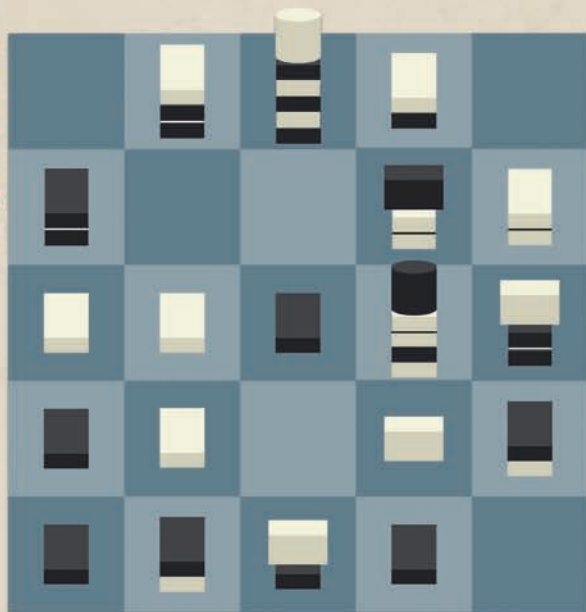
Presented by the US Tak Association: Monthly Tak Puzzles

Up until now, puzzles have focused on the primary win condition in *Tak*—building a road connecting opposite sides of the board. While the majority of games end this way, players can also thwart each others' roads and force the game to end via a count of flat stones. If either player uses all their pieces, or the board fills completely without the formation of a road, the player with the greatest number of flat stones showing wins.

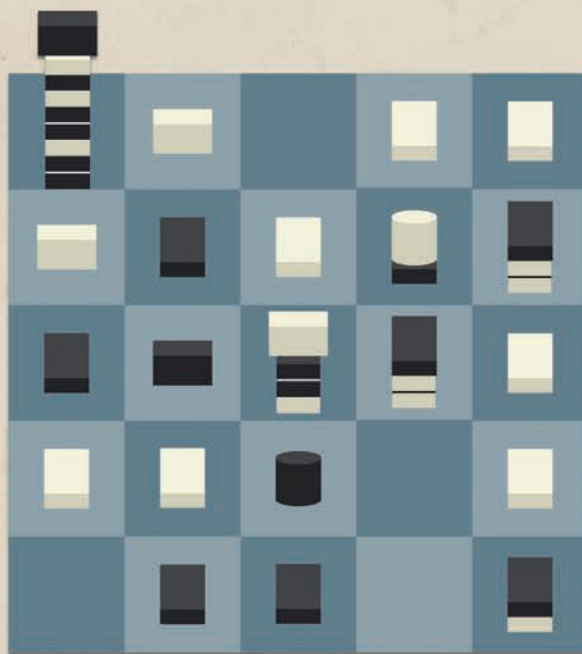
The two puzzles featured this month are called “Gaelet” puzzles. Gaelet is reached when—no matter what your opponent's next play is—you can place your last piece the following turn and end the game with a greater flat count. Understanding and solving these puzzles will begin to show you the true depth of *Tak*.

In the beginner's puzzle, Gaelet can be reached in one move, and it is Black's turn. Each player has two stones remaining. In the intermediate puzzle, Gaelet can be reached in three moves, and it is White's turn. White has two stones remaining; Black has four.

Beginner Puzzle



Intermediate Puzzle



Solutions will appear in next month's Game Trade Magazine. In the meantime, visit USTak.org for more puzzles, information about *Tak* strategy and the opportunity to connect with other *Tak* enthusiasts!

About Tak: A Beautiful Game

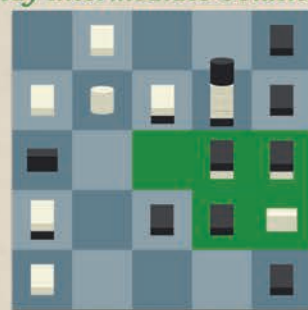
Tak was first conceptualized by Patrick Rothfuss in his bestselling novel *The Wise Man's Fear*. With the help of renowned game designer James Ernest, *Tak* has been brought to life an elegant two-player game reminiscent of classics like Go and mancala. To learn more about *Tak*, visit your friendly local game store or jamesernest.com/tak.



US Tak
Association



May Beginner Solution May Intermediate Solution



For full move sequences, visit <https://bit.ly/2GdQ5Dg> (beginner) and <https://bit.ly/2lpGpqf> (intermediate).

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PLAYERS	TIME	AGE
 2	 30-50	 8+

GODSFORGE

GODSFORGE

ATG 1410 \$34.95 | Available May 2019!

Once, Etherium was plentiful and the land was peaceful. Now, its presence in the world has dwindled, and elite spellcasters battle to control the last place this primal resource can be harnessed — the Godsforge.

In *Godsforge*, you will roll dice to generate elements and then use those elements to forge Creations or cast Spells from your hand of cards. Play is simultaneous, with each players' magical rites attacking the player on their left and defending against attacks from the player on their right.

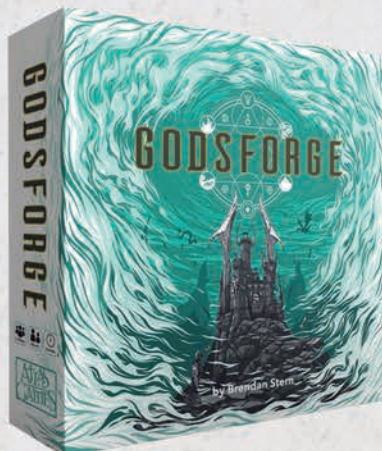
During development for *Godsforge*, we explored lots of different possibilities for how the game can be played. We ended up choosing one distinct vision for the style of play that would appeal to the widest audience and best showcase how we wanted the game to feel. But with a few tweaks here or there, *Godsforge* can be modified to suit your tastes, the size of your game group, or the amount of time you have on your hands.

CARD DRAW / DRAFTING VARIANTS

In a normal game of *Godsforge*, you start by drawing four cards. You can discard two, in addition to any cards with Godstones or Veilstones in their cost, and draw replacements.

The deeper strategy in *Godsforge* comes from when to play particular cards, and so adjusting these numbers and procedures can allow you to tune your hand to exactly the way you want to start the game

Draw 6 (Strategic Beginner): All players draw 6 cards. You may instantly discard any cards with Veilstones or Godstones and redraw until you have a hand of 6 without those two elements. From



those, pick 4 to form your starting hand. Skip the first Upkeep Phase, but draw and discard as normal in future Upkeeps.

Draw 8 (Intermediate): Everyone starts with 8 cards and chooses their starting hand of 4 cards from those eight. Skip the first Upkeep Phase, but draw and discard as normal in future Upkeeps.

Draft 10 (Advanced):

Draw 10 cards. Pick one, then pass the rest. Repeat until you have a hand of 10 cards. This is your hand for the game, you may not discard and draw back up during the Upkeep phase as usual. However, if your hand falls below 4 cards, you may draw back up to 4 in the Upkeep phase. Upkeep phase card effects occur as normal.

Draw 10 (Hard Mode): Draw 10 cards. That's it. You do not discard or draw back up unless your hand runs below 4.

FIVE PLAYER GAME

This isn't even really a variant, as you can use all the rules as they're explained in the box. Just find four extra dice and basically any small thing to use as a life tracking marker and you can play with a fifth person. Start everyone's life total at 20.

EPIC PLAY

Start at 40 life. Each player gets 6 dice. You may play as many cards as you want (and have elements for!) per turn.

For a more balanced (but still epic!) experience, remove cards that require less than two dice to play, like Philosopher's Stone and Veil Harp.





MASSIVE BATTLEGROUND

Combine multiple copies of *Godsforge* to play with a theoretically unlimited number of players. You could support a game of 12 players with three copies of *Godsforge*.

Everyone sits in a "massive circle," attacking the player to their left and defending against attacks from their right.

Each player belongs to a local board with 2-4 other players sitting next to them in the circle. Track your life total on the local board, and share a deck and discard pile with the rest of the local board. Players never change which local board they're using for draws and discards, even when other players are eliminated. The local board is irrelevant when attacking; always use your position within the massive circle to determine who you're attacking and defending against.

Godsforge is designed to be fully simultaneous, but with Massive Battleground, you may see a few timing conflicts due to multiple copies of the same card. For example, if two players both play Shatter, it might matter who chooses which Creation to destroy first. In case of a conflict, the player with the lowest life total always acts first. If any ties still remain, resolved with a die roll.

In this mode, you can only target cards or Veilstones of people to your immediate right or left. Any cards that use the word "any" or "all" for targeting opponents only affect the people to your immediate right or left.

How do you play *Godsforge*? We'd love to hear about it!

...

Brendan Stern is an award-winning director, animator, and web designer. In his free time he loves studying game design, board games, AI, user experience design, and spending time with friends and family.



TEAM FORGE

Divide players into teams of two. You can play with four players and two teams out of the box, but could do more with extra dice. Mark tokens as described below.

Teams share a life total of 50. Teams also share played cards, and Veilstones.

However, each player has their own hand of cards and their own dice. Players may not share dice. Each player plays one card per round, so each team gets two.

Play cards into a tableau per team, and damage proceeds from one team to the next.

MARKER YOUR MARKERS

For Epic Play or Team Forge, you can use a Sharpie to mark an X (or "+30", or draw a fancy glyph) on one side of the score tokens to indicate the marker has gone once around the board already.

For example, a token with the X side up on the "1" space would indicate a score of 31. If that player took two points of damage, flip the token to blank-side-up when moving it past the "zero" line to 29.

After you play, restore your tokens to pristine condition by removing the Sharpie marks with a dry erase marker or nail polish remover.



MERLIN'S BEAST HUNT

WIZKIDS

MERLIN'S BEAST HUNT

WZK 73765 \$49.99 | Available August 2019!

Briton is at peace, and King Arthur has gathered his knights and their ladies for a grand celebration, featuring jousting tournaments and feats of arms. Not to be outdone, Merlin, the Grand Sorcerer, has decided to have his own tournament on a remote island, and has invited the great wizards and witches of the land to compete. As these great mages, players plant magical seeds, using their sorcery to accelerate their growth, ultimately forming fences made up of natural elements in order to capture the fantastical beasts populating the island. Points are scored for each captured beast, as well as the skill with which the fences are constructed. The witch or wizard with the most points becomes the winner of the tournament, earning the tile of Champion of Magic!

Merlin's Beast Hunt is a game for 2-4 players and combines two of gaming's most familiar elements in a unique way: the dice-card combo. The game uses 80 high-quality custom dice, 64 semi-transparent cards, and a unique playing board to present this brand-new mechanic.

In turn order, players roll 4 custom dice (magical seeds) of their personal color, re-rolling up to 3 times to optimize their roll. The dice faces include icons for four natural elements — lightning, water, thorns or bamboo, a beast icon, and a wild icon.

During the game, players form sets of these icons — combining like icons between the dice and the colored cards in their hands. If they form a set of a single natural element — at least 2 dice and 1 card — these form a dice-card combo. Players place the dice in the spaces provided for them on the board. The matching card is placed on its long edge, wedged between the dice, forming a fence. With additional dice and card placements, a space on the board can be surrounded by these fences, thus capturing the beast standing on that space.



This magical transformation — cards and dice that start in a player's hand and then becoming 3 dimensional fences when placed on the board — is the special feature that makes *Merlin's Beast Hunt* unique!

Victory points are scored for the type of beast captured. Unicorns have no special requirements and score only 5 points. Chimeras require fences of 3 different natural elements, one to distract each head. The magnificent and strong centaurs require at least one reinforced fence, or they can escape. Finally, the basilisk, with the



ability to turn viewers to stone, must be surrounded by fences on all four sides to protect spell casters from their petrifying gaze. Due to this added difficulty, they score a remarkable 10 points.

Additionally, victory points are awarded for how a fence is constructed. Each fence with a card of a player's color scores a base score of 2 points for that player. The dice that support the fence can score more points if they match the color of the fence card. A well-built fence can score as many as 7 victory points.

Once the board is full or a player has exhausted their pool of dice, the tournament ends, and points are totaled. The sorcerer with the most points becomes the winner of the tournament and the new Champion of Magic!

While capturing the most beasts seems like the obvious way to win, players can follow other strategies as well, including scoring high-value fences and enclosing empty spaces to deprive others of scoring opportunities.

Featuring amazing artwork created by Brian Fajardo and Oliver Morit of *Gunship Revolution*, *Merlin's Beast Hunt* has the kind of attention-grabbing table presence that will cause people to stop and stare! With subtle depth and easy-to-learn rules, combined with a unique mechanic that unifies dice and cards in an unexpected but novel way, *Merlin's Beast Hunt* is sure to have a special place on everyone's game shelves!

Merlin's Beast Hunt will be available from WizKids in Q3 2019.

...

Ian S. Bach, MD, is a family physician in Broomfield, Colorado. He is the creator of Centuries, a Renaissance-themed, modular card game. Merlin's Beast Hunt is his first game published with WizKids.



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Naga Raja

Deep in the jungles of India, an incredible archaeological discovery has been made. Twin temples of two long-forgotten gods -Ananta and Garuda- have been found, and the secrets that lie within are just waiting to be discovered.



These untouched monuments are sure to hold numerous valuable relics, but there are whispers from the locals that some items may be cursed! To make matters even worse, as you enter one of the temples, your long-time rival collector enters the other. Only one of you will have fate on their side and go down in history as the world's greatest archaeologist. The other will be left in the dust!

Nagaraja is the new two-player game from Bruno Cathala and Théo Riviere, featuring art by the incredible Vincent Dutrait. It is the first collaboration between the two designers, but with such a unique and compelling final result, it surely won't be the last.

In *Nagaraja*, you battle each round to earn Room tiles for your Temple that allow you to explore further and track down the Relics that lie within. Using cards from your hand, you play them to let you roll Fate Sticks, or hold on to them for their special abilities.

One of the coolest elements in the game is the Fate Sticks. The four-sided sticks come in three different sizes and are rolled like dice to produce either Fate points or Nagas.

"We needed four-sided dice," explains Cathala, who added that they wanted to avoid pyramid dice as they are more connected with role-playing games. "Stocks were the perfect solution, and they worked really well with the theme of the game."

Whoever has the most Fate points at the end of a round will get to claim the Room tile, adding it to their Temple and exploring further into its dark expanse. You might be tempted to play more of your cards to be able to roll more Fate Sticks, but each card also has a special ability that can be activated by spending Nagas. You have to decide if a card is more valuable for the Fate Sticks it gives you to roll, or for its special ability.

Despite the Fate Sticks playing an essential part in *Nagaraja*, Cathala and Riviere were careful to create a game that still relied heavily on strategy.

"*Nagaraja* is much more about hand and risk management than pure luck," said Cathala. "It's not just strategic; it's tactical."

Riviere adds, "You have to deal with the results of the Fate Sticks, but it's by carefully choosing how you play your cards that you will win the game."

Room tiles have different paths running through them. When you win the tile, you place it in your Temple either connected to one of the entrances or adjacent to a previously set Room. As you delve deeper into your Temple, you'll find face-down Relics worth points. The first player to earn 25 Relic points wins the game, but if you reveal a third Cursed Relic, you lose immediately.

Some card effects will allow you to mitigate your risk by viewing Relics before you claim them, or swapping the position of Relics in your Temple. Cards also allow you to go on the offensive, forcing your opponent to discard Fate Sticks they rolled, or even setting a trap in their Temple.

"You can play aggressively," said Riviere. "However, every time you attack your opponent, you have to sacrifice something that could have been useful to you. It's always a question of balancing what you do."

Nagaraja is the product of two talented designers coming together with an idea, and not giving up until it was perfect.

"The first prototype we built worked well, but it was not as exciting as we wanted. The biggest challenge was to be patient enough and keep working until we had created the gaming experience we were aiming for," said Cathala. Living in separate cities and having different work schedules were also hurdles that had to be overcome, but in the end, the result is a truly unique game that introduces cool new components and will challenge you to play creatively.

Nagaraja is available now at your FLGS!

NAGARAJA

ASM NAG01 \$39.99 | Available Now!



About the Author

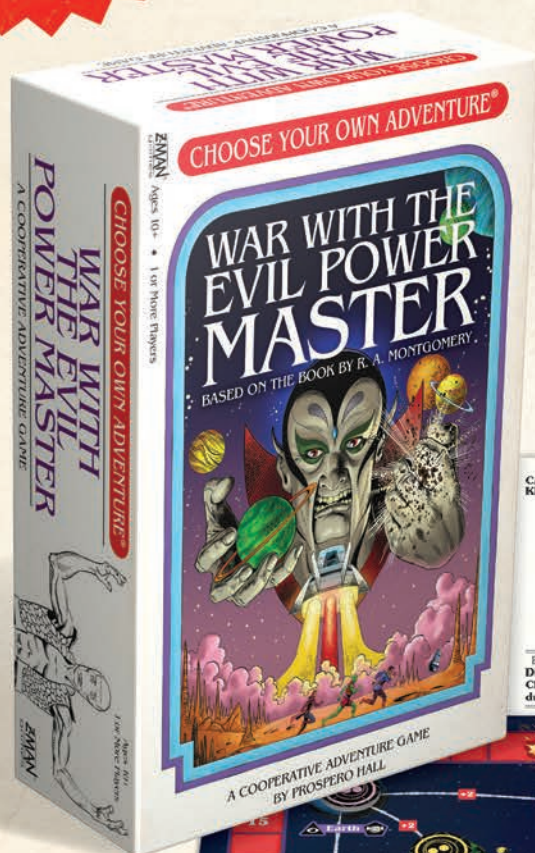
Sean Jacquemain has been working in the board game industry for the last 10 years. He started as a Game Guru at Snakes & Lattes in Toronto and has worked for Asmodee, CMON, Burnt Island Games, Kids Table Board Gaming, and Synapses Games. Currently Sean is the Managing Editor of The Daily Worker Placement.

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Jush What Ah Yu Thaying?

The Birth of **Bite Your Tongue!**



BITE YOUR TONGUE

RRG 811 \$19.99 | Available Q2 2019!

Thish ish da game where yu need peepul to undershthand what yu ah thaying. Shounds simpul wight? But there's a catch! Your tongue keeps getting in the way

...and you're going to sound really funny!

A few years back, I met game designer Jack Hanauer while attending Essen. His booth was adjacent to ours and we struck up a conversation over porcupines. We quickly realized that our sense of humor was similar and our friendship was born. Last year, Jack asked if he could present a game to R&R for consideration to be published. I told him that I would love to see what he had concocted.

Jack showed me his new party game called GobStoppers. The idea of the game was to give three clues to an audience who would yell out the answers for points. The twist was that each time you gave a clue, you were required to place an item called a Gobstopper into your mouth, making it more difficult to speak with each clue.

While it was amusing, I couldn't get past the concept of putting these things into your mouth. I politely told Jack that I could see a lively party game in the making but that we would have to test it. Yet I just couldn't stop thinking of how placing loose things in your mouth was a bit disgusting not to mention a choking hazard.

After Essen, we brought the prototype to Italy where Frank and I played it with our family and friends. Sticking with the core of Jack's idea of providing three clues, our older brother Matt suggested a way to modify the Clue giver's voice without having to place the "GobStoppers" into your mouth. His first choice was to stick fingers into your mouth. Gross! But we quickly saw that he was on the right track. The crux of this game, the core reason of why it's so funny, is the hilarious garbling of the clues on the cards. I've don't think I've ever laughed so hard as during that first playtest when we were working out how to give the clues.

So next we tried holding our noses. This was somewhat effective but it was still too easy to hear what someone was saying. Interestingly enough, during the testing, some people were far easier to understand

while holding their noses than others. Our in-depth analysis (aided by lots of good Italian wine), led us to conclude that higher pitched voices were easier to process. We quickly submitted these astonishing findings to the National Academy of Sciences. Strange though... we still haven't received a response from them...ah, but I digress.

For the second method of clue delivery, we tried sticking our tongues out. It was quickly apparent that this method generated the biggest laughs. We coupled it with the nose squeeze and found this to be even more hilarious.

Finally, for the last mode of delivery, we toyed with several different methods including squeezing one's cheeks together. We quickly figured out this was somewhat painful after just a few turns. After many subsequent tests down the road, Frank came up with the idea of sticking your tongue out between your teeth and we finally had our three garbling methods.



The final set of methods of clue delivery ended up as follows:

1. Pinch your nose.
2. Bite your tongue gently as it sticks out a bit.
3. Pinch your nose while sticking your tongue out as far as you can.

Bite Your Tongue is a game that is guaranteed to make you laugh. Don't forget to ask the clue giver to repeat themselves on particularly tricky clues, half the fun is listening to how hilarious everyone sounds trying to get their point across!

With a game this entertaining, we knew we needed eye catching packaging. A large mouth shaped pouch provided both the perfect look and portability. We are very excited to bring out this game and hope that everyone can experience the same fun and raucous laughter that we have enjoyed as we brought this game to life.

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By Sandy Petersen

USING HORROR IN AN RPG ENVIRONMENT



PETERSEN GAMES

SANDY PETERSEN'S CTHULHU MYTHOS FOR 5E

PTG SPCM-5E \$59.99 | Available August 2019!

Sandy Petersen's Cthulhu Mythos, previously published for the *Pathfinder* RPG will soon be available for 5E. This new volume gives you the tools to bring horror to heroic fantasy, including incorporating elements of the venerable *Cthulhu Mythos* and applying them to your game. This article provides you with general characteristics of the *Mythos* elements and how they interact with 5E Adventurers.

CHARACTERISTICS OF THE MYTHOS MONSTERS

Many of the creatures in the *Mythos* are so horrendously powerful that even a high-level group cannot kill them. Some of the entities described in this book are literally impossible to defeat. Don't force such a confrontation upon your players without giving them warning. You don't need much of a premonition—perhaps a shadow suddenly darkens the moon, or the city's dogs suddenly and abruptly cease their howling.

The entities of the *Mythos* almost always corrupt those who learn of them. Adventurers who investigate the ancient lore of Yog-Sothoth or other Great Old Ones should do so through a sea of terrors and ethical or religious quandaries. Learning more about these entities should never become humdrum.



PUTTING TOGETHER YOUR ADVENTURE USING "LAYERS OF THE ONION"

An adventure centered on the *Mythos* should be put together in a style I call "layers of the onion." The idea is that as the players uncover one layer of dark secrets, they expose another. This goes on and on: just as when you peel an onion, successive strata appear.

For instance, the heroes go scouting and find what seems to be a huge and complex rock formation inside a glacier. When they return to the camp, everyone has been killed, and the "fossils" are missing. The heroes are horrified and decide to follow the trail which leaves camp, headed toward the icebound rocks. This all occurs in the first layer of the onion.

They probe deep into the rocks and find tunnels under the ice which lead lower and lower. As they chase after the tracks of whoever (or whatever) killed their companions, they gradually come to realize that it is a true city, not just an unusual formation. Furthermore, non-humanoid entities, whose history is found in carvings on the walls, built the city millions of years ago. This is the second layer of the onion.

As the heroes penetrate deeper, and come upon more and more horrors, they realize that the "fossils" are actual living (albeit cryogenically-preserved) elder things. The heroes follow the path anyway, and the story culminates in an awful conclusion, where the heroes meet not the elder things preserved in the ice, but the dread things (shoggoths) that wiped out their species. This is the end of the story, but clearly it would be possible to extend it further.

For instance, a game master could have the heroes investigate the shoggoth "civilization" and find out that these amoeboid horrors are up to something



(the fourth layer of the onion). Since shoggoths are not really movers and shakers, no doubt something even worse than shoggoths is directing their efforts. And for what purpose? The destruction of all surface life? The return of the star spawn? The formation of a gigantic device designed to break the continent free from the world's surface and form a new moon? Who knows? The wheels within wheels keep turning, and the players can continue following the tale forever.

Alternatively, they could progress a certain way down the stories, and then you, the game master, can switch to another storyline: a new civilization of nightmare creatures; an ancient tome with unspeakable secrets; something else altogether. String together *Mythos* concepts and bury the heroes deep in the darkness.

HORROR MUST BE SPECIALLY HANDLED

The reason for this system of episodic revelation is because horror, by its nature, is difficult to maintain for a prolonged period of time. This is why horror movies typically have only short moments of terror, interspersed with possibly ominous or tense sections in which non-horror-based scenes take place. In a similar way, horror novels are rarely as consistently terrifying as horror short stories.

Thus, each time a new layer of the onion is revealed to your players, there is an opportunity for a new shock, a new understanding. The players may wish time to discuss the ramifications (you may or may not allow this time, depending on the adventure's needs), and certainly their understanding of what is going on will change.

In this way, you have multiple plot-lines, each with a different type of frightening threat, and you can keep up the horror element far longer and more effectively than in a one-shot adventure!

...

Sandy got his start in the game industry at Chaosium in 1980, working on tabletop roleplaying games. His best-known work from that time is the cult game Call of Cthulhu, which has been translated into many languages and is still played worldwide. In 2013 he founded Petersen Games which has released a series of highly successful boardgame projects, including The Gods War, Evil High Priest, and the much-admired Cthulhu Wars.



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RWBY

COMBAT READY



RWBY: COMBAT READY

AWG RWBYCR01 \$49.99 | Available Now!

WHAT IS RWBY?

RWBY is an award-winning animated series produced by Rooster Teeth Productions. The series is set in Remnant, a fantasy world besieged by malevolent creatures called Grimm. Hunters and Huntresses train to defend the world from this encroaching threat and defeat the villain masterminds behind it.

RWBY: *Combat Ready* was designed by Arcane Wonders® to bring this hit animated series to the tabletop. It is an exciting, fast-paced cooperative combat game with deck-building and intense risk management. Up to 5 players can play at once in a single scenario or an ongoing campaign.

Players choose to play as one of the show's major characters: Ruby, Weiss, Blake, Yang, or Penny, each featuring unique special abilities and play style. Players face off against a particular villain from the show in an action-packed showdown filled with twists and surprises.

HOW DOES IT CAPTURE THE FLAVOR AND FEEL OF THE SHOW?

Just like an episode from the series, each game is essentially a boss battle played out across a series of duels. One player at a time steps up to center stage and engages in a duel with the villain, leading their team and driving the action, while the other players offer support. Each duel is fast-paced, escalating to a crescendo as one of the combatants is bashed away by a powerful finishing move. After each duel ends, the next player steps into center stage, and this continues until either the villain or all players are defeated.

Every player has their own unique deck of cards representing the attacks and special moves they can perform. Many of these are taken right out of the series, and fans will be glad to know they can use some of their favorite signature moves!

WHAT MAKES THIS COOPERATIVE GAME UNIQUE?

Our goal was to create a truly cooperative game. We wanted to stray away from the typical "slow cooperative puzzle" or having an alpha player dictate your actions. We wanted players to make their own decisions and feel like they were working together to accomplish a common goal. We achieved this by limiting the utility of sharing all information, adding some elements of self-interest, and incentivizing helping others for mutual benefit.



Play is fast and furious, with all players actively engaged. Each round of combat begins with the center stage player deciding what action they will take. The lead player must carefully consider the villain's current combat stance, which gives a clue as to how fast or powerful his pending attack might be. An "Aggressive" stance might indicate a high-speed attack, while a "Subtle" stance might mean the Villain is going to do something sneaky. Then, each of the other players chooses an action that will help them best support the lead player, or deal with a growing sideline threat.

Players can participate in combos, which are risky yet powerful coordinated maneuvers, and they can perform assist actions to enhance or offer situational aid to their teammates. Each character has a signature move called a Semblance that they can leverage to gain an edge at a pivotal moment in the battle. All these decisions can be made simultaneously and cooperatively.

Every player has a chance to step up and lead the team, enter the limelight, eliminate a critical threat, perform an epic move, or save the day!



HOW DOES THE GAME BUILD MOMENTUM AND TENSION?

The game maintains a fast and steady pace throughout play, interspersed with distinct spikes of intensity. We accomplished this through hierarchical layers of escalating tension that build and release over time.

The villain's event system ensures that he gradually grows in strength over the course of the battle, becoming more difficult to manage at later stages if the players are unable to quickly defeat him. Meanwhile, side objectives and minions apply continual pressure to the entire team.

As a duel progresses, players can build momentum and gain "battle fury". As fury increases, characters gain bonuses, and, if the player manages to fully charge their fury meter, they can even unleash an epic ultimate finishing move against the villain!

Finally, the entire campaign evolves over time by presenting increasingly difficult scenarios as characters grow in power through the progression system by performing well in battle.

HOW DEEP IS THE STRATEGY?

This is essentially a game of managing risk over time. The game has a simple core, allowing for an intuitive approach, but hidden within its layers is enough strategic depth to keep critical thinkers engaged.

Each player has tough and exciting choices to make every round. Each game is filled with multiple threats escalating simultaneously. It takes careful tactical coordination to keep all the threats under control while making progress toward defeating the villain.

To succeed, players must know when and how to press their advantage, take carefully calculated risks, recover from disadvantageous situations, and make safe plays where appropriate, all while orchestrating their actions with their team.

CAN YOU CUSTOMIZE YOUR CHARACTERS?

Players build and customize their characters over time. During the game, players earn experience by performing successful attacks, completing objectives, assisting their fellow players, and performing their ultimate finishing moves on the villain. The experience gained is used to upgrade their decks by learning a variety of new attacks with unique abilities. As they add new and better abilities, they also remove older and less powerful ones. In this manner they are continuously evolving into a new and more powerful customized character.

HOW IS THE REPLAY-ABILITY?

Players can play a campaign of multiple scenarios, each tougher than the last, requiring them to grow through battle so they can upgrade their character as they progress along the campaign.

Each scenario is modular with interchangeable objectives allowing for thousands of possible unique scenario compositions. Players can design their own campaigns as well and employ customizable rules to tailor the gameplay experience.

Whether you're a fan of the show or looking for an unconventional take on cooperative tabletop gaming, RWBY: Combat Ready has a



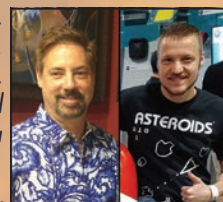
unique experience to offer your group. Its customizable campaigns are filled with both casual light-hearted play and insanely difficult challenges that will offer replay-ability for years to come.

THE DESIGNERS

We had a lot of fun developing RWBY: Combat Ready. Each prototype refined the core engine and introduced new elements or systems that made the game more engaging. We were not afraid to scrap the entire combat system and start over during the prototype phase. The most challenging part was making the enemy's deck behave like an unpredictable adversary while simultaneously hinting at its future actions in order to instill a dynamic of reading your opponent to the combat system.

...

Bryan Pope is the CEO of Arcane Wonders, and designed Mage Wars and Spoils of War. Besides games, he enjoys reading, guns, archery, reptiles, cycling, camping, skiing and swimming. He lives in Texas with his wife Alfiya and 5 children, all of whom are avid gamers!



Benjamin Pope is a professional game designer and software engineer. He lives in Texas with his wife Tiffany and enjoys competitive gaming, amusement parks, climbing, snowboarding, Go (Weiqi), and playing piano.



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AGS BSG104A-C..... \$24.90 | Available August 2019!



Battlestar Galactica: Starship Battles (BSG:SB), the new miniature game based on the "Battlestar Galactica" TV series, was launched in December 2018 with the release of the Starter Set, featuring four miniatures (two Viper MK. IIs and two Cylon Raiders) and all the components require to play with them. Easy to learn but offering an amazing realistic "space combat" experience, *BSG:SB* has been instantly embraced by thousands of enthusiastic fans of science-fiction gaming.

BSG:SB gameplay is based on a simultaneous planning and movement system, with no limit to the number of spaceships to play with, or to the number of players who can take part in the game.

Players can add more spaceships to their games with additional *SpaceShip Packs*. The first packs released in April — featuring Vipers and Raiders, allow fans to play larger games, with multiple ships on each side. Now, the range is growing with the first packs featuring entirely new ships: *Colonial Raptors* and *Cylon Heavy Raiders*.

The first two spacecraft available in the game, the Viper MK. II and the Raider, are the primary Colonial and Cylon fighters. The Raptor and Heavy Raider expand the possibilities of the game beyond pure dogfights, and they can be used to create a large variety of different scenarios.

The *Raptor* can be played in multiple roles, ranging from reconnaissance and scouting, to supporting missions with electronic countermeasures and deploying additional firepower. It is slower and less maneuverable than a Viper, but it is capable of short-range FTL (Faster Than Light) jumps and can be armed to fight back Cylons. The Raptor is featured in three different versions in this release:

- The *SAR/ECM* variant is an excellent tactical craft for search-and-rescue operations, as well as for transport of military forces and technicians. It can be equipped for short and medium range scans of spacecraft signatures and planet surfaces.
- The *Assault/Combat* version is equipped with additional internal and external armaments on the fuselage and wings, such as autocannon and missile pods, for defensive and offensive operations where combat is to be expected.
- The third version is *Boomer's Raptor*, piloted by Sharon "Boomer" Valerii, one of the main characters in the show. This Raptor model has her callsign and includes also her pilot and skill cards.

Expanding the range of ships available to the Cylon players, the *Heavy Raider* is a multifunctional spacecraft used to attack Colonial ships and to transport Cylon troops on boarding missions. Like the Raider, this spacecraft is sentient and it's able to fly itself — but it can also be piloted

by Centurions or human form Cylons. Just like the Raptor, the Heavy Raider also releases in three different versions:

- The *Combat/Transport* Heavy Raider has a thick armor, can resist the strongest enemy fire, and is equipped with heavier weapons than a Raider. It's also a troop transport, perfect to transport Centurions onto planet surfaces or aboard human Battlestars.
- The *Veteran* version is well-armed, carrying tri-barreled automatic cannons able to sustain high rates of fire. It can also be equipped with ship-to-ship missiles (lethal in dogfights) that can be converted into anti-aircraft batteries for attack on a planetary surface.
- The third Heavy Raider is a *Captured* craft "modded" in Colonial colors. During the conflict between Colonials and Cylons, on several occasions Heavy Raiders were piloted by Colonial pilot. For example, when a Heavy Raider was piloted by Boomer's clone (later known as "Athena") to rescue Starbuck from a Cylon base and then escape to Kobol while evading Cylon forces. This pack includes Athena's pilot and skill cards, and the ship cards to play the model both as a Colonial or Cylon ship.



To support the game, Ares is also launching a series of massive events, "*Battlestar Galactica — the 33 Campaign*", inspired by "33" — the first episode of the first season of the Reimagined series: the Battlestar Galactica and the rest of the Colonial fleet are relentlessly pursued by Cylons. Thirty-three minutes after each faster-than-light jump, the Cylons arrive again, trying to exterminate what's left of Mankind.

In the *33 Campaign*, held at all major shows Ares is attending this year, the Colonial fleet "jumps" from one event to the next, involving hundreds of *BSG* fans around the world. It started on June 1st, at *UK Game Expo*, in Birmingham, UK, and continues at *Origins Game Fair*, *Gen Con*, *Essen Spiel* and *PAX Unplugged*. Each of the events features a huge participation game, open to newcomers, with a massive number of players playing simultaneously. The results of each battle will be tracked and will affect the final outcome of this globe-trotting campaign.

The *Battlestar Galactica: Starship Battles* journey has just started: new spaceships and accessories are in the pipeline to expand the game and give to players the means to relive exciting episodes of the TV series on their tabletop. The range will grow during the next months to include spaceships from the original (1978) series, and huge capital ships, including, of course, the *GALACTICA*!

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ASM RES01 \$39.99 |

Available Now!

A Battle Over Ancient Lands

Author: Sean Jacquemain

The battles of the past have faded into legends, stories that would be told around a campfire long after the children had gone to bed. But now, a return to the old way is coming. Powerful Mages once more are facing off against one another, and control of the ancient Monuments and Places of Power hangs in the balance. To win, a Mage will have to tap in to the natural world, use the magical essences that are found there, and synergize their actions with the opportunities that present themselves. This is a battle that has been coming for a long time; now is the moment to act!

Res Arcana is the new game from Tom Lehmann and Sand Castle Games featuring amazing original art by Julien Delval. In it, 2-4 players take on the role of Mages collecting magical Essences like Elan, Life, Calm, Death, and Gold, and using them to create Artifacts, summon legendary creatures, and claim valuable locations. Each game is entirely different, ensuring a new experience every time you step into this world.

"Replayability is something I aim for in all my designs," said Lehmann. "You get eight Artifacts from a deck of 40 unique Artifacts, which is ~77 million different combinations, along with two Mages from 10, and 32 different setups of the 2-sided Places of Power. That's a lot of variety and combos to explore."

Within all that variety of gameplay, there is a lot of room to discover synergies in the cards. However, whenever you're dealing with that much variation, the potential for overpowered combinations exists.

"On one hand, you want to enable creative play, but you don't want combos that are too strong. That's where lots of playtests with many different groups come in, to see various strategies and to find and tame 'broken' combos," said Lehmann.

At the start of a game of *Res Arcana*, players are dealt two Mages, eight Artifact cards and they get to select one of eight Magical Items. Once they've had a chance to examine the Artifacts, they choose which Mage they'll go into battle with, discarding the other from the game.

"Mages typically give you one Essence every round and a power. For example, the Druid collects one Life Essence and lets you straighten a Creature Artifact. If I have Creatures in my deck and the Sacred Grove Place of Power is in play, then taking the Druid helps 'nudge' me along this strategic path. Instead, I might choose a Mage such as the Artificer, -1 cost to place Artifacts, for a fast start if I want to play multiple Artifacts from my initial hand, or the Scholar, which allows me to spend any Essence to draw a card, retaining strategic flexibility," said Lehmann.



No matter which Mage is chosen at the start, players will only have their eight original Artifacts for the entire game. Not all of them may work with a player's strategy, but they can always be discarded for one Gold Essence or any two other Essences.

Throughout the game, players spend turns to place Artifacts into their tableau, claim Monuments or Places of Power, discard cards, use powers, or pass. Once a player passes, they swap out their current Magical Item with one available in the center. These items can be very helpful, and the sooner a player passes, the more options they'll have. Finally, after everyone has passed, players check to see if anyone has more than 10 points, triggering game end and a final point tally.

Cyrille Daujean, the owner of Sand Castle Games, was thrilled to have a game from such an accomplished designer as their first published title.

"When Tom showed us the game, we absolutely fell in love with it. We took the prototype home and played hundreds of games. We were amazed by how it was balanced, fluid and exciting," remembered Daujean. "The more we played, the more we discussed the art and the iconography, to the point that we had no doubt that we were going to publish this."

While *Res Arcana* is their first game, the beautiful art of Julien Delval hints at a broader world and more stories yet to be told. Daujean is not ruling out returning to this theme for more adventures.

"We would love to expand the universe of *Res Arcana*!"

With exciting gameplay, beautiful art, and high replay value, *Res Arcana* is available at your FLGS now.

About the Author

Sean has been working in the board game industry for the last 10 years. He started as a Game Guru at Snakes & Lattes in Toronto and has worked for Asmodee, CMON, Burnt Island Games, Kids Table Board Gaming, and Synapses Games. Currently Sean is the Managing Editor of The Daily Worker Placement.

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TWO GAME DESIGNERS TACKLE THE PERIODIC TABLE

PERIODIC: A GAME OF THE ELEMENTS

GEN 1008..... \$39.99 | Available July 2019!

Periodic: A Game of The Elements transforms the science of the periodic table into a web of tactical movements and strategic resource management. In this light to mid-weight strategy game, players use actual periodic trends to race around the periodic table in an attempt to collect sets of elements and complete various goals.

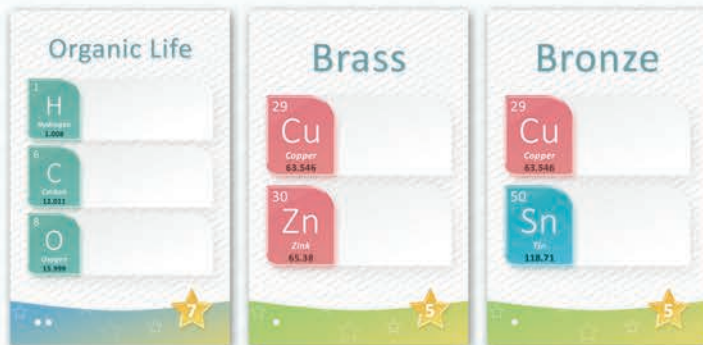
Here co-designer John Coveyou and Paul Salomon tells the story behind *Periodic*.

John: I've been fascinated with what makes a great board game since childhood and a bit later on in life I fell in love with science — it's orderly, full of stunning patterns, explains how the world works...yet, at the same time, it is a field full of surprises, counter-intuitive truths, and mysteries that remain unsolved.

But I've always wondered why these two fascinations don't get overlapped — accurate science and incredible game play — with the level of quality I wanted to see. They seemed like a particularly good match to me!

Why this theme?

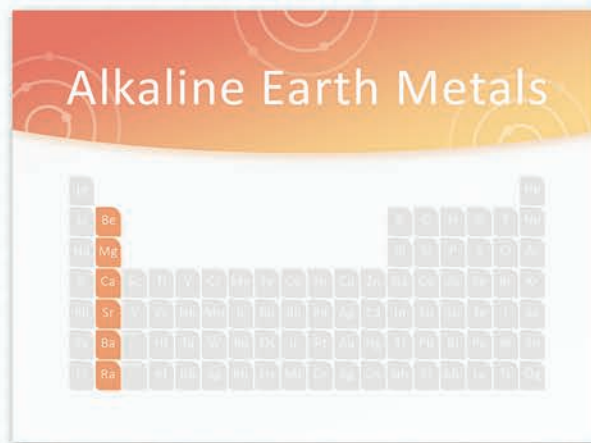
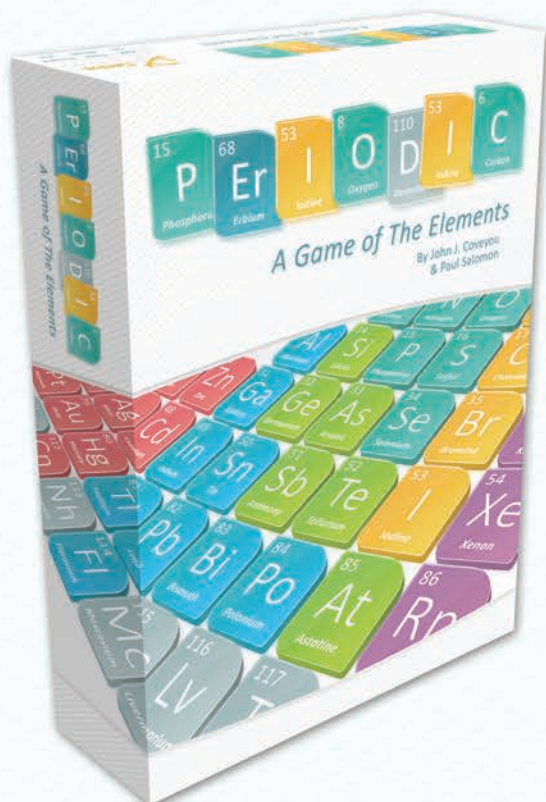
John: The Periodic Table is an iconic bit of science that everyone has at least some familiarity with because it's required as part of their

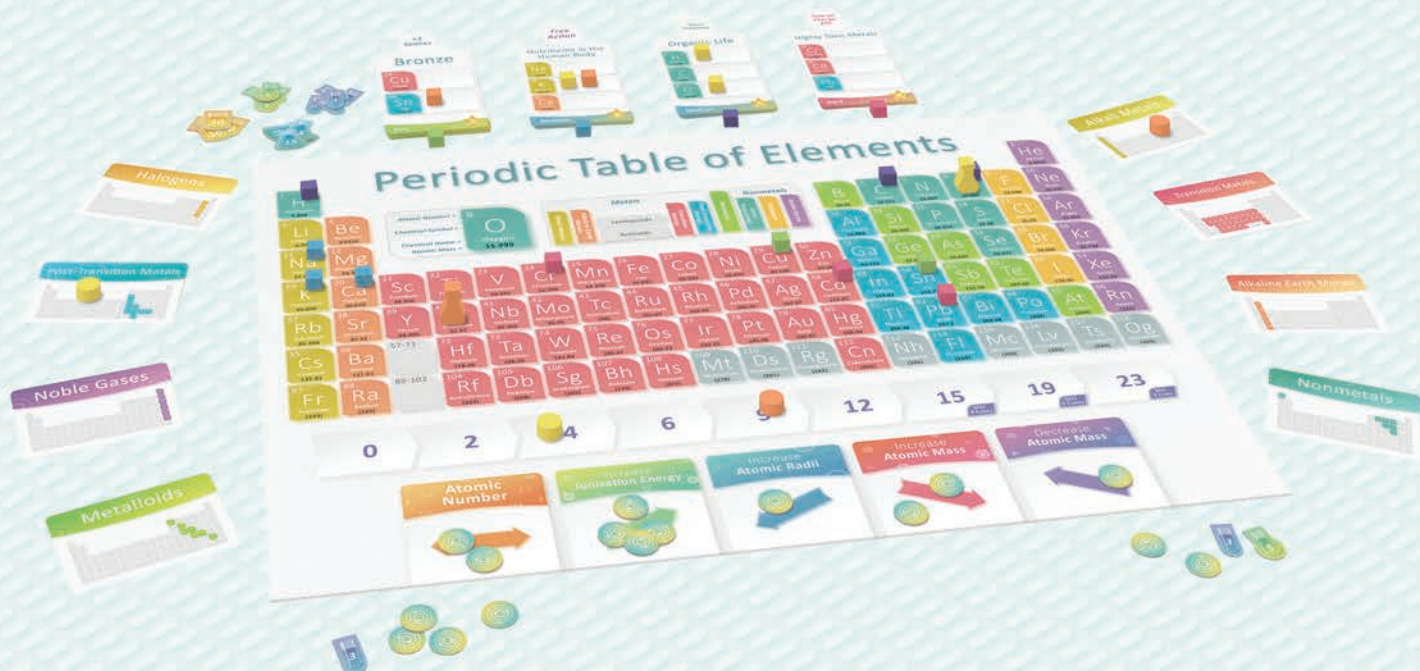


schooling at some point. It's been on my horizon for years as having great potential for a game theme. I just assumed someone would turn it into a quality strategy game... then at some point I realized no one was doing it. And there was the challenge: how do you create a fun and highly strategic game about this thing, while staying true to the science? How could I invite people to see the dynamic, and even beautiful, side of the Periodic Table, while still having a great time?

Enter Paul Salomon. He's a phenomenal designer in his own right, as well as a teacher, and a great yin to my yang! Our strengths are very complementary. Plus he's just so much fun to work with. Thankfully after a lot of discussion between the two of us, we worked out a deal for Paul to be my co-designer on *Periodic*.

Paul: Well the prospect of making money from this board game hobby of mine is certainly enticing! But really taking game design from a hobby to something I was doing with an incredible game publisher was sort of a little dream come true. I had helped playtest and develop a couple of Genius's earlier games, and we knew we made a good team. So actually around New Years 2018, we set a resolution to publish three games together. *Periodic* was pretty much our summer. Of course, the Periodic Table itself is so iconic that there was clearly an opportunity for something really appealing and engaging.





What would you say was the hardest part about making the Periodic Table into a game?

Paul: The hardest part about making a game is that you're literally making up the rules as you go along, and the list of changes and tweaks you could try is so incredibly massive that it can, at times, be very hard to know if you're heading in the right direction. You would think that having to stay true to the science would be the hardest part, because we hold ourselves to a very high standard when it comes to authenticity of theme, but actually that helps us. Knowing the science of the Periodic Table meant that we could throw out a lot of ideas right away.

What's it like to co-design a game?

Paul: John and I are great friends, and even though we agree about what makes a good game, we have pretty different design philosophies. John believes in getting a decent game concept, playtesting, and making the worst part a little bit better each time, whereas I like to make several big changes at once so we can get the lay of the land before we start to hone in and fine-tune any idea in particular. For example, we spent a large chunk of time tweaking a hand building mechanism that only one of us loved, let's say. I kept begging to make big changes (like the energy economy that ended up in the game), but John wanted to make small changes around the hand building idea until he had fully exhausted the idea.

John: Yeah, the process is definitely more difficult at times than it is when you're designing alone! But in the end two heads are better than one. You just have to be humble enough to stand back from your own view point sometimes and really weigh which options make for the best gameplay experience in the end. And let your codesign tear apart what you've made with the hope of making something even better.

After spending so much time buried in the details, how do you know when the game you are working on is really fun to play?

Paul: As a designer, I really focus on whether the mechanical and dynamic concepts of the design actually make sense in a tidy, well-framed way. Once we started getting there, it got to be more fun for me. We could have kept tweaking and adding little modular concepts forever (and I'm excited to get some expansions on the table!), but at some point, the base game is really ready, and you just know.

What are you most proud of about this game?

Paul: I love the elegance of Periodic. It gives you a couple of good choices every turn, and it's true to the science! I look over the design now, and I'm proud of my contributions and the things we learned along the way. But honestly, all of that comes up short compared to the satisfaction I feel having spent so much time bringing this game to life, with my close friend, John.

...



John Coveyou runs Genius Games full-time. He's also an Adjunct Faculty at Webster University in St. Louis, MO where he teaches Tabletop Game Design, Advanced Tabletop Game Design, Crowdfunding in Games, and Entrepreneurship in Games. He lives in St. Louis, Missouri, with his wife Marlene and their two young children, who love to eat his pancakes.

Paul Salomon is a mathematician, teacher, and gamer. He lives in St. Louis, Missouri, with his wife and two young daughters. His favorite game to play is Star Realms; his favorite games to design are light / mid-weight eurogames.

Genius Games has already won accolades from scientists and gamers alike. Previous games have won the Seal of Approval from The Dice Tower, they've clinched endorsements from the International Journal of Cell Science and the National Science Teachers Association, as well as features in USA Today, The Wall Street Journal, Life Hacker, Popular Science, Scientific American, and Gizmodo, among others. Their games are played by gamers and scientists, young and old, around the world and are currently printed in six languages.

SHONEN JUMP Yu-Gi-Oh! TRADING CARD GAME

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KONAMI

YU-GI-OH! TCG: 2019 GOLD SARCOPHAGUS TIN CASE (12)

KON 84424 \$239.88 | Available August 2019!

In the final Duel of the original *Yu-Gi-Oh!* series, Yugi Muto faces off against Yami Yugi, the spirit of the Pharaoh Atem, to prove he can stand on his own and hold the title of "King of Games." If Yugi wins, the Pharaoh will be released to the world beyond and return to his friends, but the ancient spirit does not hold back. In his final move, the Pharaoh activates *Monster Reborn* to revive the legendary Egyptian God Card, *Slifer*, the Sky Dragon to try to win the Duel...but Yugi has one final trick up his sleeve! Using the *Gold Sarcophagus*, Yugi had preemptively sealed away *Monster Reborn* just in case the Pharaoh tried to use it against him. The power of the *Gold Sarcophagus* negated the effect of *Monster Reborn*, stopping the Summon of *Slifer*, the Sky Dragon and the Pharaoh from winning the Duel.

Iconic to both the *Yu-Gi-Oh!* manga and anime, the *Gold Sarcophagus* was also one of the first ever tournament series Prize Cards for the *Yu-Gi-Oh! Trading Card Game*. But now, you can own your very own physical *Gold Sarcophagus* with the *2019 Gold Sarcophagus Tin*! Fashioned after the legendary *Gold Sarcophagus*, the *2019 Gold Sarcophagus Tin* is designed to reduce the amount of wear and tear sustained by the cards you keep in it, making it a stylish and efficient way to store cards that are important to you!



While you might not find *Monster Reborn* inside, there is much more to look forward to! Each tin will come with 5 very special *Prismatic Secret* variant cards. 2 of these will be brand-new cards from a pool of 6, all with art drawn by Kazuki Takahashi, the creator of *Yu-Gi-Oh!* The next 2 cards you'll find come from a pool of 5, featuring cards from the original *Yu-Gi-Oh!* animated series and even the 3 mythical Egyptian God Cards with art also drawn by Kazuki Takahashi himself!

The final card will be randomly selected from a pool of 3 brand-new *World Premier* cards designed to be usable in any Deck and help you stage a comeback against some of the fastest strategies that might come from your opponent! The first of these cards prevents *Graveyard* dumping, stopping any strategy that really needs to fill the *Graveyard* and trigger *Graveyard* effects right in their tracks. The second card punishes your opponent if they try to Summon too many monsters, making it a bane for combo-centric strategies that try to flood the field. The third card gives you reprieve if your opponent managed to set up a monstrously large field on their first turn, making it much easier for you to proceed with your own game plan unimpeded.

If that wasn't enough, the best is arguably yet to come! Each tin also includes 3 *Mega-Packs* of a specifically crafted set featuring some of the most popular cards released in 2018! This includes tournament mainstays like *Danger!? Tuschinoko!?*, *Knightmare Mermaid*, *Called by the Grave*, and much, much more! Each *Mega-Pack* will include a total of 16 cards: 12 Commons, 1 Rare, 1 Super Rare, 1 Ultra Rare, and 1 *Prismatic Secret Rare*; that's a total of 53 cards per tin! To make it even more exciting, all of the foil cards in these *Mega-Packs* appear in different rarities than their original 2018 release, adding a further element of mystery and excitement for anyone trying to collect cards from the *2019 Gold Sarcophagus Tin*!

With an MSRP of just \$19.99, the *2019 Gold Sarcophagus Tin* is available at Official Tournament Stores on August 29th and hits shelves everywhere else on August 30th. Whether they read the manga, watch the anime, or play the Trading Card Game, the *2019 Gold Sarcophagus Tin* is the perfect gift for any *Yu-Gi-Oh!* fan!



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PATHFINDER ADVENTURE CARD GAME



PATHFINDER ADVENTURE CARD GAME: CORE SET

PZO 6040 \$59.99 | Available May 2019!

PATHFINDER ADVENTURE CARD GAME: CURSE OF THE CRIMSON THRONE

PZO 6041 \$49.99 | Available May 2019!

Greetings *Pathfinder* fans! My name is Tonya Woldridge, and I'm the Organized Play Manager for Paizo. In May of this year, Paizo will release an updated version of the *Pathfinder Adventure Card Game*. Launched in 2013, the *Pathfinder Adventure Card Game* melded an exploratory card game mechanic with the rich detail of *Pathfinder Roleplaying Game's* setting. Six years later, the new *Core Set* provides streamlined rules and a single-box experience based on the *Pathfinder Module Dragon's Demand*.

In addition to the *Core Set*, an expansion based on the *Pathfinder Adventure Path Curse of the Crimson Throne* releases at the same time. To accompany the release, we updated the *Adventure Card Game's* organized play program as well. The most visible change is that instead of being the *Pathfinder Adventure Card Guild*, now we call it the *Pathfinder Adventure Card Society*, or PACS for short.

PACS is a worldwide community of players engaged in cooperative gameplay spanning the globe. Organized play participants track their characters' progress and level up after achieving specific goals. As characters link to the player, not the game, a player may use them at game tables anywhere in the world running organized play activities. Each year, Paizo publishes additional content for organized play, usually set around a theme or main storyline. Paizo developer Linda Zayas-Palmer, who joined the organized play team four years ago, took over storyline development for PACS. A bit further in the article, Linda will share some of the upcoming plots and storylines planned for what we call Year 6. As this is a revision of our organized play program, not a reboot, we kept sequential numbering. Thus, Year 5 ends and Year 6 begins at Gen Con on August 1, 2019, in Indianapolis, Indiana.

Joining PACS helps players find each other and provides a community base. While you can play the *Pathfinder Adventure Card Game* as a single player, having a table full of players enriches the experience. PACS players earn exclusive character rewards for their characters through store, group, and convention events. Besides physical games, PACS also enjoys a vibrant online community. Anyone can join PACS! To learn more, visit paizo.com/organizedplay. Registering for the organized play programs generates a unique organized play number for use in all Paizo organized play programs. In addition to PACS, this includes the roleplaying groups *Pathfinder Society* and *Starfinder Society*.

As mentioned earlier in the article, developer Linda Zayas-Palmer wrote a sneak peek into our storyline plans surrounding the launch of the revised *Core Set*.



"Hi everyone! I'm excited to talk about what we have coming up in terms of the stories for PACS. From here on out, we're going to be writing adventures for the new *Core Set*. But to be clear — you can still play all of the adventures we've released over the past 6 years (starting with Year 0) using the older base sets. Our next release, starting at PaizoCon and finishing at Origins, is an adventure for Level 1 characters called *The Fangwood Thieves*. It's a beginner-friendly tale about kobold hijinks set in the Fangwood Forest, in which series of mysterious thefts from a forest village turn out to be way more than the characters bargained for.

"Over the years, we've received feedback that people would like more stand-alone adventures, scenarios that can easily be completed in a few sessions of play. And for that, in addition to *The Fangwood Thieves*, we'll be introducing two more stand-alone adventures before Gen Con 2020, with four scenarios each. We haven't settled on the plots of these stand-alone adventures yet, but I'll have more to say on those in the next few months. To learn more, check out the ongoing organized play blogs published midweek on paizo.com.

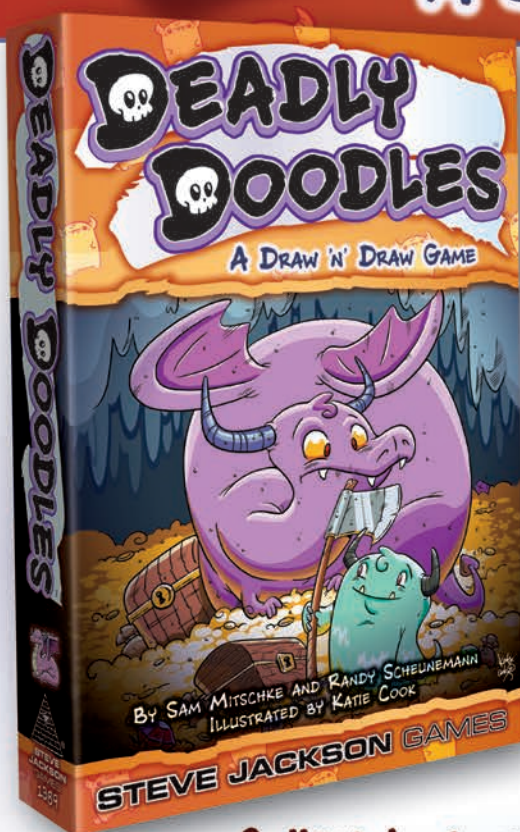
"That brings us to the bulk of Year 6, whose official title is *The Year of Rotting Ruin*. Most of the scenarios are part of one overarching story. Over the course of six adventures, the PCs level up their characters all of the way from starting adventurers to high-level, famous heroes. And where are their heroics taking place? In the part of Golarion most in need of them: Lastwall. Centuries ago, an ancient lich named the Whispering Tyrant once conquered that region with armies of orcs and hordes of undead. His reign ended when a crusade of noble souls managed to seal him away at great cost. But now he has escaped, throwing the region into chaos — and Lastwall, the crusader nation founded to watch over his prison, is his first target. The characters are there when the announcement of his escape first hits, ready to spring into action. Throughout the course of the year, the characters save numerous lives and destroy a colorful cast of thoroughly evil villains, both living and undead."

If this article has whetted your appetite for playing the *Pathfinder Adventure Card Game* or participating in *Pathfinder Adventure Card Society*, we encourage you to join us! Check out paizo.com for more information.

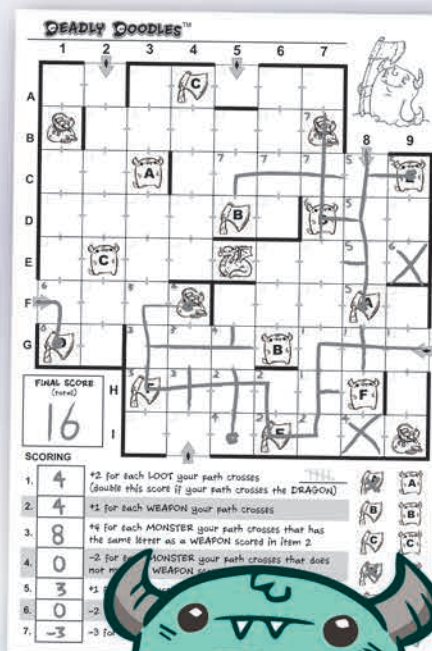


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THE MENACE AMONG US

SND 0069 \$39.99 | Available August 2019!

The Menace Among Us is a thrilling semi-cooperative game of intrigue and survival in deep space. Adrift and powerless, your crippled vessel is bleeding oxygen. As you effect repairs, every breath you take brings you one step closer to death. You must work together to restore power before the air runs out... but hidden among you, as loyal friends and crewmembers, are imposters who have infiltrated security and continue to sabotage the ship. Their only goal is to avoid detection and kill the crew, by force or by asphyxiation. Can you identify them in time and eliminate the threat? Or will succumb to *The Menace Among Us*?

This is the premise of Smirk & Dagger's impressive new entry into the 'hidden agenda / social deduction' category — and it is meaty. It will no doubt appeal to lovers of the genre, but observationally it may also draw in folks who tend to eschew such games. Why? The game has several features that set it apart, asymmetrical shuffle-built personal decks, 16 Characters and 10 Agendas (of which you will only play 8 per game, respectively), and this: it's the way you play your cards and abilities that ends up being far more important than the typical meta game aspects of accusations and denials. The result is a more robust, game-driven experience.

The Menace Among Us, by designer Jeff Gum, is a 40 to 60-minute, asymmetrical game for 4-8 players. Each player is assigned an Agenda at random, either a loyal Crew member, a deadly Menace or the Coward, who'll take any side just to survive. Your Agenda card sets a Team Goal and an Individual Goal (for the advanced game), any special abilities and, importantly, the 13-card assortment associated with that Agenda. After discovering your Goals for the game, you choose a Character who you believe will



best help you achieve them or mask your true intentions. Characters provide two specialized Above Deck Action abilities and add 7 new cards to your deck. The two sets of cards are combined into a 20-card, shuffle built deck, which keeps things fresh game to game.

Once the game begins, play proceeds through three phases, the Action phase, the Resolution phase and the (optional) Accusation phase. In the Action phase players perform a single action out of a possible three, either drawing a card from their deck, playing a card from their hand face down or using one of their two Character abilities.

After all players have taken an action, we head to Resolution. All the cards played face down are shuffled together as "Below Deck Actions." Here, Menace players secretly try to sabotage the ship's systems and attack crew members, who are themselves trying to save the ship with the cards they've played. If too few crew members

risk going below deck to effect repairs, the ship's Emergency Maintenance Assistant (EmMA) adds cards to the pile to help. However, EmMA has also been compromised and occasionally places damaging cards into the mix, providing plausible deniability to the Menace players. In contrast, Above Deck

Actions are conducted in full view of the crew. Most of these Character abilities have costs, either in Energy or Oxygen, both resources the crew is trying to increase. Therefore, many actions can seem counter purposed. So, while The Doctor has the ability to heal a crew member and remove a debilitating effect, a Menace player, who may be secretly in control of The Doctor, cares far more that it costs 2 Oxygen to





perform the healing. This duality creates the intrigue — and the fun of the game.

At some point, someone's behavior will raise suspicion. In the Accusation phase, you can call a vote to exile them, locking them into the secondary hull and away from the bridge and other sensitive systems. From then on, they will not be able to use their abilities or participate in future votes. The Accusation phase is never mandatory — and with good reason. Not only might you lose the abilities and voting power of a player, but if they end up being a loyal Crew member, you've just blown 3 precious clicks of Oxygen in the effort to detain them. When you decide it is time to try and move against someone, you simply grab the nifty-looking cardboard blaster from the center of the table. Aptly named the "Voting Pistol," taking it in-hand means the conversation is over and the once optional Accusation phase becomes mandatory.

But exposing The Menace players isn't enough. You have to eliminate them as well. That's why regular crew have cards to wound players too. No one knows 'who is who' until they are revealed. Not even Menace players know who their accomplice may be, without making clever deductions themselves.



In the basic game, you will win or lose as a team. If the Crew can find and eliminate the Menace players — and raise the Energy to a safe threshold before the air runs out, they win. If the Menace can prevent this or kill the crew outright, their mission succeeds. But the advanced game really takes things up a notch. Now players must achieve BOTH their team and Individual Goals in order to win, meaning that you can lose even if your team wins. Some of those Individual Goals may cause a player to act in a suspicious manner. For example, you might find that you can only win if you are falsely accused, so you may have to drop a red herring in hopes of being exiled.

The *Menace Among Us* manages to take the well-trodden, hidden traitor genre and makes it feel new and exciting all over again. With over 300 cards, including the 16 Characters and 10 Agendas, all nicely managed with an organizing tray inside for storage, this thing is a bargain. The stellar artwork, illustrated by J Hause, feels like it stepped out of the movie *Titan A.E.*, while the theme places it squarely in the '*Battlestar Galactica* / *The Thing*' arena. But it is the richness of game play that puts this game into hyperdrive. So sling your laser pistol and don't trust anyone. They may be *The Menace Among Us*.

...

Curt Covert is the owner of Smirk & Dagger Games. A sixteen-year veteran in the industry and the inventor of *Cuthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. His new line, *Smirk & Laughter*, has expanded their reach to a broader audience than ever with games intended to connect with players on an emotional level.



PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



EPISODE #12 - PAINTING GREEN

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page — Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice and their own style to the table.

TECHNIQUES - LAYERING AND WASHING

Highlighting is a broad term that can be applied to techniques where the first layer is dark and the subsequent layers build up with lighter and lighter tones.

Layering is a very controlled example of an approach to highlighting. You start with a dark basecoat and then paint a slightly lighter tone over the basecoat, leaving some of the previous layer visible, as shown on the swatches to the right and the Crannogman Tracker from CMON's *A Song of Ice & Fire* game shown here.

Green is a color that can be painted in a broad range tones and shades, from a deep turquoise to a vibrant lime, and so on. For our examples here, I've chosen a desaturated mid-green with a very earthy feel and a saturated dark green with quite a dramatic flair.

Desaturated colors are those that include quite a bit of black or grey in them giving them a more "natural" appearance. When it comes to things like camouflage, many of the colors used are desaturated green, which makes the layered approach used here perfect for these swampland/woodland stalkers. This sort of approach is also great for numerous historical uniforms.

For models that want to be a bit more dramatic, using a saturated (or intense) green will give you that pop on the tabletop.





1 Prime the model with black spray first. You want to make sure your coverage provides a smooth and solid base to work from. Following the primer coat, I painted the entire model with Vallejo Game Color Charred Brown.



2 The next step is to layer the cloak with a 50:50 mix of Charred Brown and Vallejo Model Color US Dark Green, making sure to leave some of the Charred Brown basecoat showing.



3 The next step is painting on a layer of Vallejo Game Color US Dark Green. Be sure to leave some of the previous layers showing in the shadows.



4 The final step is layering on a smaller highlight using a 60:40 mix of US Dark Green and Vallejo Game Color Bonewhite. You can use feathered brushstrokes to suggest a woven texture.



1 For a brighter green look, you can start by priming your model with a black spray primer, followed by a zenithal prime (from above) with a white spray primer.



2 For this example here, I painted a slightly thinned Vallejo Game Color Dark Green over the cloak and let the shading from the zenithal prime do much of the work.

WASHES AND LAYERING

I was pleasantly surprised when I actually started to paint this Professor McGonagall miniature from Knight Models. I primed her black and then added a zenithal prime of white, which worked very well to show off all the folds and shadows of her green robes.

Once the primer was dry, I painted her robes with a great, saturated green (Vallejo Game Color Dark Green). I had thinned it a little with some water, it ran smoothly over model and settled nicely in the recesses while tinting the highlights. A few quick highlights with Citadel Warpstone Glow and Citadel Moot Green and her robes were done.

I finished up her skin and hat (and other clothing) and the Professor is now set to award 50 points to Gryffindor!



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres.

You can watch Dave paint each week on our Game Trade Media Facebook livestream - Painting Happy Lil Minis - Tuesdays and Thursdays at 2pm EST.



Need more Dave? Don't forget to pick up his book, *Armies & Legions & Hordes* (DTM 1001) from your FLGS!

TINY TOWNS (AEG 7053)

From Alderac Entertainment Group, reviewed by Eric Steiger

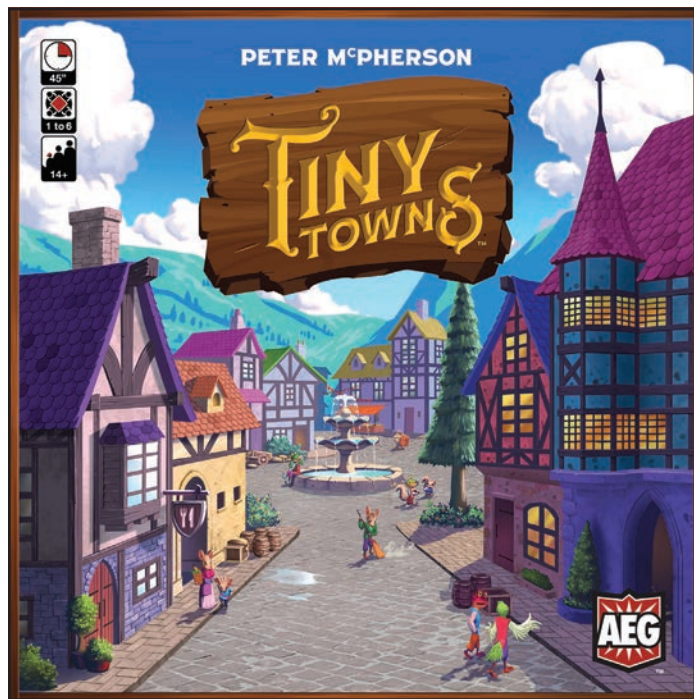
 14 & Up	 1 - 6 Players
 45 Minutes	 \$39.99

The first thing you have to understand about *Tiny Towns* is that the towns are the *only* thing small in this game. It is, in fact, rather massive in all senses of the word: it comes with a truly impressive amount of wooden tokens, it is a really thinky game for the 45 minutes it takes to play, and there is also a lot of game there, making for some significant replayability and variability.

Essentially, *Tiny Towns* is Bingo, but that's a lot like saying that essentially, the Grand Canyon is a hole in the ground. The depth and breadth involved in such a simple mechanic really bowled me over. At the beginning of the game, you establish the 7 types of buildings available to build: cottages, plus 1 each of 6 other types (each with its own wooden building markers). There are 4 different versions of each of them, but the game recommends a particular combination for your first playthrough, and I agree with it. Each player has a blank 4x4 board, where they will build their entire town.

There are 5 resource types in the game, each represented by a color of cube. On your turn, you announce a resource type. Everybody takes a cube of that type, and must place it on a space on their board. Afterwards, everybody can construct a building. Each building has a particular combination of cube colors in a specific shape required to build it. If you have that combination in that shape on your board, you can remove those (2-5) cubes, and replace any one of them with that building. Buildings never leave play. Once you run out of spaces on your board (i.e., fill it up with buildings and resources that can't be turned into a building), you're out of the game and get to start calculating your score, until everyone has filled up their boards. That's it. That's the whole game.

The brilliance of it comes in the permutations of building types, and how they determine your score. Cottages, which are always in the game, are worth 3 points each... if they're fed. The 4 different types of farmsteads all feed cottages, but each one works in a different way: Farms feed any 4 cottages on your board, while a Granary feeds all cottages in the 8 squares surrounding it. The other building types have similar variations on a common theme. The halls (Almshouse, Feast Hall, Inn, and Tavern) each reward you for having multiples of them, but again, in slightly different ways. Additionally, each square without a building on it at the end of the game costs you a point.



Furthermore, AEG and first-time designer Peter McPherson loaded this game up with variants and optional rules. The "Cavern Rule" allows you to, up to twice per game, bury a resource chosen by a player instead of putting it on your board. This is a big deal; it's very easy to clog up your board and be unable to clear useless resources you can't build with. Monuments are a unique type of building of which there are 12 different cards, one dealt to each player secretly, and only that player can build that monument type. Finally, they have included solitaire rules and a "town hall" variant in which 2/3 of the time the resource generated each turn is random, and the other 1/3, each player gets to choose their own. All of this is in conjunction with the 4 different versions of each building that will form a unique combination each game. In other words...there's a *lot* of game here.

I have to admit a little bit of apprehension that the name and cute anthropomorphic animal theme of this game will lead people to believe that it's filler. It's not. While it's only 45 minutes of playing time, this game is seriously cutthroat, with some difficult decisions about whether it's better to call resources that help you or that give other players garbage, as well as what to do with all the garbage these other players are giving you. Plus, the monuments, while difficult to produce, can create game-breaking effects as well as clearing a significant amount of resources off your board. Strategically, staying in the game as long as possible is advantageous because the fewer players there are remaining, the more turns you have in which you choose the resource generated.

The bottom line is this: I like this game. A lot. Not only does it play well, it's super easy to teach, and it's incredibly pretty, with top-notch cartoony art and a ton of really nice wooden components. For a company known for its Big Game Night, I'm impressed at the work AEG put into a tiny game. Even though it's not.

...

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BARBEARIAN BATTLEGROUNDS (GNE BBO1)

From Greenbrier Games, reviewed by Jane Trudeau-Smith and Philip Smith
of "The Table for Two Show"



 8 & Up	 2 - 4 Players
 20 Minutes	 \$24.95

Do you have what it takes to have the best bear clan in the world? One that people will talk about for generations to come? If so, you must prove it in this cute but fierce little game from GreenBrier games! Each clan is trying to prove themselves by gaining glory tokens, whether they are earning them or taking them from other bear clans! Once a clan has 7 glory tokens, the game is over and they are declared victorious!

We enjoyed playing the game with just the two of us, but also look forward to trying it with our friends. It's easy enough to learn and to teach to others. It could be good for younger players, too. The box claims a 20-minute play time, but it took us a bit longer... We will explain why below.

SETUP

Each player chooses a clan color; Jane was blue and Phil was the red clan. An appropriate colored village board and clan screen is given to each player, along with three dice and 2 glory tokens in their color to start. There is a total of 5 dice and 6 glory tokens in each color, but the rest are put aside to earn or buy later. Since you need 7 glory tokens to win, it is apparent you have to steal at least one of your opponent's tokens.

In the middle of the table, resource tokens (honey, ore and faith), black dice (5), specialist tokens (there are 4 types; with 2 players we only put out 3 per type), and upgrade cards (3 types of upgrades to choose from) are placed for everyone to see. Whoever is going first gets a fire token to show that they are the first player.

There is also a deck of trial cards. Each player is given 2 but picks which trial they want to keep. If a trial card's objective is met during the game, the player reaps the winnings of that trial, and then can pick from two new cards to try and complete another. Now we are ready to play!



PLAYING THE GAME

This game takes some strategy, for sure. You have to decide what to do with your dice each turn, and when you only have three to start with, it takes some time to build up what things you can do for future turns. During our first play, Philip was concentrating on collecting resources and buying more things, while Jane was trying to secure her glory right away while slowly building out more. We think this is why the game took us a bit longer than twenty minutes, but we enjoyed it so that was okay.

In each round there are four phases (per round, the first player token is passed clockwise — or in our case, to each other).

1. Plan: Everyone rolls their available dice (you start with 3 dice) and announce what you rolled, which is important so no one can see the dice faces behind the screen. Each player places their dice on the village board behind their screen. The board is broken down into different sections:

- Battleground — choose to put dice here if you wish to battle another clan
- Barracks — this is the defense in case someone does attack you
- Farm — you can play a die here with a 1, 2 or 3 to gain honey resources
- Forge — you can play a die here with a 4, 5 or 6 to gain ore resources
- Temple — you can play a die 1 through 6 here to gain a faith resource; however, if you play a 6 you can either get 2 faith resources OR lock down one of your glory tokens so during a battle it cannot be taken by the other clans — Jane rolled a lot of 6's during the game and locked down a lot of glory, so... more on that later





2. After everyone plans, the screens are lifted. If anyone chose to battle it out, you are now in the Brawl phase. If someone put a die in their battleground under another clan's color they are now declaring a battle. If the clan they are battling is not battling them back, they must defend with their barracks dice if they played any there. If two clans are battling each other you take the difference of the dice to determine the battle attack amount. For example, let's say Phil plays a 5 die in the battle against Jane and she has a battle die against him with a 6 — you subtract and now she has 1 and he has 0, but he

could have defense in the barracks to defeat the 1. If for any reason the attack and defense tie, the first player would win, then clockwise from there. If you win a brawl you can either take a glory token from that clan or two resources.

3. After all brawls are resolved, you go into the Gather phase starting with the first player. You gain any resources you put dice on: Honey, ore and faith and/or lock down a glory.
4. You can build using the resources you gained. There are many things you can do here, like...
 - Buy specialist tokens to place on your board to help you gain more resources on future turns
 - Buy upgrade cards which help you during the game
 - Go to the marketplace to trade resources to gain more dice, change dice you rolled, add values to your dice, buy a black die to be used once on your next roll, or if you have a lot of resources you can even buy a glory!



At the end of a round you *clean up* by giving the first player marker to the next person, then cleaning up the tokens and cards.

Game continues until one person reaches 7 glory! In our game it took longer than 20 minutes because Jane rolled a lot of 6's and managed to lock down her 5 red glory. Phil got all 6 of his glory pretty quickly, but could not get one of Jane's because they were all locked down. The only way he could get what he needed was to wait for her to get another glory and then hopefully battle her for it to win. He eventually did that, but it took Jane a while to gain her 6th glory! Overall, we did not mind the longer game as it showed we both were trying different strategies, but in the end Phil's paid off and he won!

With more players it might go a little faster as you have more glory to try and steal, so we are looking forward to giving this one a try with our friends!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



STARFINDER RPG: BEGINNER BOX (PZO 7110)

From Paizo Publishing, reviewed by John and Issac Kaufeld

 13 & Up	 2 - 7 Players
 30 - 60 Minutes	 \$39.99

Trying to make a useful “beginner” version of anything takes some guts, especially if the topic at hand is more complex than explaining Dots and Boxes or successfully walking your dog.

That simple fact makes Paizo’s *Starfinder Beginner Box* all the more impressive. Through crisp writing, near-perfect organization, gorgeous art, and a wealth of included goodies, the Beginner Box handily accomplishes its goal.

Let’s crack open the box and look at the five top things you need to know before jetting off to the friendly local game store for your own copy.

START HERE (LITERALLY)

The *Beginner Box* takes you by the hand and leaves nothing to chance as it welcomes you to the world of *Starfinder*. This begins the moment you open the airlock — er, box — and see a colorful page with the huge headline “before you go any further, read this page.”

As you continue, it provides a one-paragraph overview of the game and then immediately gets you playing with either a solo scenario (more about that in a moment) or concise instructions on organizing your gaming group.

LAUNCHING A GROUP

If you already gathered a group of friends to play, then the *Beginner Box* details how to get organized and start your first session. It organizes the rules into two books: the *Heroes’ Handbook* and the *Game Master’s Guide*.

The *Heroes’ Handbook* contains a slightly simplified version of the rules for character creation, game play, and leveling up, along with the introductory solo adventure. It also has a nice overview of the universe and the mysterious Gap.

The *Game Master’s Guide* coaches a new player through everything they need as a first-time GM. It opens with the introductory adventure “Steel Talon’s Lair.” From there, it goes into step-by-step charts and processes for preparing an adventure, running combat encounters, keeping players on track, and roleplaying interactions non-player characters (NPCs).

The do-it-yourself campaign design info in the back of the book is one of the best tools Paizo built. Every new GM wants to make their own adventures. This section is a combination toolbox and reference guide with plot hooks, detailed setting information, a cast of NPCs to use, and advice on everything from environments to traps. It’s invaluable.

STARTING SOLO

The *Beginner Box* includes several innovations to ease a new player’s learning curve, but the best one is the solo adventure in the *Heroes’ Handbook*, “Scoundrels in the Spike.”

The module uses a “choose your own adventure” concept to lead you through exploring tunnels in the Spike and investigate reports of strange activity. It puts you directly into the action while teaching you how *Starfinder* works in the process. It’s a solid little adventure, too, complete with the chance that your character could fail to make it out alive.

TINKERING WITH THE RULES

Since the goal of the *Beginner Box* is to give new players an easy on-ramp into the game, Paizo simplified the game rules a bit, but they did it in a very smart way.

Instead of watering down everything, they used a thoughtful approach to limit choices and streamline mechanics. For example, the health system focuses on hit points instead of trying to explain the difference between stamina points and hit points.



The designers also limited the number of options for feats, skills, class abilities, and spells. New players still get to choose things and customize their characters, but they aren’t overwhelmed in the process. And since they already grasp the basics of the system, moving them into the full game should be a breeze.

ALL THE GOODIES

When the box says that it includes everything players need to get started, it isn’t kidding.

In addition to the rule books, the *Beginner Box* gives you a basic set of dice, over 80 character and creature pawns, two dozen pawn bases in two sizes, a double-sided flip-mat, and both pre-generated characters and blank character sheets.

If you’re also a fan of the *Munchkin* card games, the box gifts you with a pair of promo cards for the *Munchkin Starfinder* and *Munchkin Pathfinder* games.

THE VERDICT

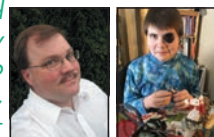
The *Starfinder Beginner Box* design team created something amazing. They put themselves into a true “beginner mindset” and built a product that makes the learning process an engaging adventure, whether you hope to build a group, join in local organized play, or both.

For new players, the solo adventure is a stroke of genius. It lets people learn the basics and practice on their own without worrying about mistakes or missteps. Plus, it gives them a story to tell, as their character either defeats the bad guys or falls in a blaze of glory. Experienced players will want their own copy for the wealth of material and accessories it includes.

Bringing new people into the roleplaying hobby means walking a path often fraught with peril. New players can quickly get overwhelmed with the combination of voluminous book rules, open-ended imagination, and improvisational acting that games use. The *Starfinder Beginner Box* makes the process easy, painless, fun, and magical.

...

John Kaufeld often frets about whether the word “meeple” has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called “And Maybe a Lemon.” Who knows what might happen next?





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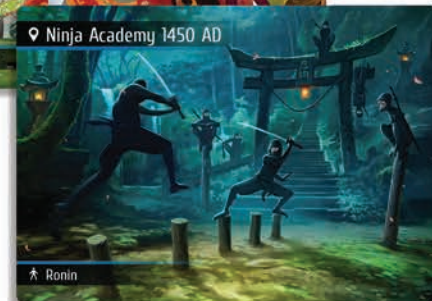
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RICK AND MORTY: LOOK WHO'S PURGING NOW CARD GAME (CZE 27732)

From Cryptozoic Entertainment, reviewed by Brian Herman

 17 & Up	 2 - 4 Players
 25 Minutes	 \$15.00

I don't mind admitting it: I'm a fan of the Rick and Morty series. It manages to be both clever and fast-paced, with a consistently shifting energy from episode to episode that's a surprise for the viewer every time. In my opinion, one of the best things Cryptozoic has done since acquiring the Rick and Morty license has been to model each released game after an episode of the show. This allows for each game to come complete with its own ruleset. This shows a complete parallel with the source material and allows for each game engine to flourish on its own.

"IT'S NICE TO GET BACK TO THE BASICS, MORTY... BUUUUURRRRP."

The latest offering in the Rick and Morty library is called Look Who's Purging Now (LWPN) based on an episode of the same name, in which the title characters find themselves stranded on a "purge" planet on the evening of "the Festival." The rules are clear; all crime is legal and encouraged (but mostly murder) while the populace attempts to kill each other to keep the society sane and normal the rest of the year.

"OF COURSE, YOU'LL BE WANTING TO BE GONE FROM HERE BY SUNDOWN...SUNDOWN IS WHEN THE FESTIVAL BEGINS."

LWPN is utilizing Cryptozoic's new Gryphon engine, in which 2-4 players can take on the role of a unique character from the show and corresponding 10-card deck to clear objectives cards offered up for 6 turns, trying to obtain the most points at end of game. The Gryphon engine was discussed and reviewed in my previous review (*Challenge of the Superfriends*, issue #231), and most of the same core engine applies here. The twist is that this time, your objective cards (this time called "Festival" cards) represent either random citizens your character is "purging" for positive points, or dangerous situations your character has found themselves in for negative points.

"IT'S A PURGE PLANET...WANNA CHECK IT OUT?"

You can play as either Rick, Morty, Arthricia, or the General Store Owner, all with their own unique 10 card deck of values 1-10, combined with unique tiebreakers and abilities. Each character's card with value 2 and 7 represents their "special" ability or moment from the show, whether it be Morty freaking out and purging everyone in sight, or Rick's blaster allowing you to remove an opponent's already hard-earned Festival card from their score pile. The flavor text and special abilities on the cards you can play on each turn



(when evaluating the revealed Festival cards) is both accurate to the source material and satisfying each time you pull off an unexpected trick your opponent(s) didn't see coming.

"OH, I DO SOME PRETTY BAD STUFF..."

Of course, what is reward without a little risk? Some cards in the game also ask the player who revealed/scored them to draw a "Weakness" card and follow it where applicable, usually to some detrimental effect to the player in question. Examples include not getting to draw a card at the end of turn (which can be devastating in a game with a hand size of 3), losing a card from your score pile, and more. To add to the randomness, there is one "Weakness" card that simply has a quote from the show with no effect, so you never know what's coming.

"WE'RE FREE AND CLEAR TO MURDER THESE PEOPLE!"

After running through two reviews with the Gryphon engine back to back, it's plain to see how the base engine 10 card deck and blind bidding mechanic can be re-skinned and adjusted to accommodate a diverse variety of IPs or brands, while retaining the winks and nods to the source material we all love.

While both *Challenge of the Superfriends* (CotS) and LWPN use the same engine, they are vastly different games. At times, CotS felt like its namesake, truly a "challenge" at times especially when playing less than 3 players, but felt simple and subtle enough to play with kids.

LWPN, on the other hand, seems to thrive more on chaotic interactions between cards at any scale, and the adult theme of "general mass murder" might be enough to keep out of range of the burgeoning kid gamers. Both are equally fun and addictive, which may just be exactly the point to the Gryphon engine that's kept me coming back to it for just "one more game" six or seven times in a row each time the box gets opened.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



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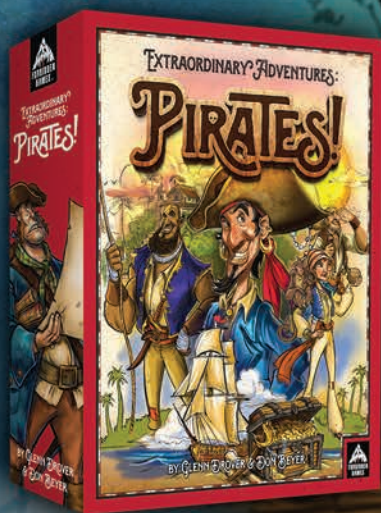
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